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A MAGAZINE WITH ATTITUDE

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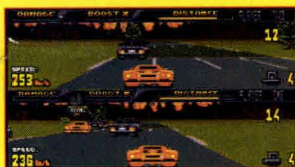
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GAMES ON THIS DISK

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Vrooom and lots of other speedy words are what's needed to describe this ace driving game.



GOLF

That arcade classic in full. It's enough to make you blub into your beer.

AMIGA POWER

Cool Spot exclusive demo and review!

Also reviewed in this issue: F1, Skidmarks, Fury of the Furies, Bubba'n'Stix, Star Trek, Campaign 2, Civilisation AGA and loads more! It's almost too exciting to be true! Yes.



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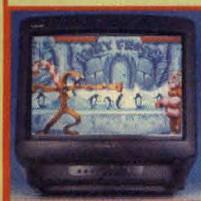
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AMIGA POWER

ISSUE 34 FEBRUARY 1994

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AMIGA POWER would just like to say - Good luck,
Matt. It's a big scary world out there.

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10 TRUE STORIES

Some good news about the CD32! Who'd have thought it, eh?

13 THE GALLUP CHARTS

Yes, we know it's the February issue, but here's the Christmas No.1.

16 THE SHAPE OF THINGS ETC

Another truncated previews section this month, but hey, who actually likes previews anyway? Not us, mateys.

52 SUBSCRIBE! NOW!

How good a deal does it have to be before you get the message and do it?

56 COMPLETE CONTROL

Steve McGill takes you through the game that's closest to his heart (*Seek And Destroy*), plus all the usual old rubbish.

64 THE SECRET GARDEN

These, in case you've been a bit confused, are our readers' classified ads pages. You can buy stuff, sell stuff, get married, anything you like, really.

67 WIN A(NOTHER) CD32!

Don't get left behind - join the Amiga users of the 90s with one of these lovely state-of-the-art consoles, courtesy of Psygnosis. And AMIGA POWER, obviously.

80 HI HO SILVER LINING

And of course, if you do win one, you'll want to keep up on happenings with our regular CD32 update pages. Yes.

83 DO THE WRITE THING

Every single letter printed this month wins a free game! Don't you wish you'd got up off your bum and written one?

87 PUBLIC DOMAIN

Captain Dave Golder brings you the very best free Christmas presents that you can get for your Amiga.

91 THE BOTTOM LINE

Yes, we know, it's unbelievable, but this is STILL a complete guide to every full-price Amiga game released in the last year. How do we do it? God knows.

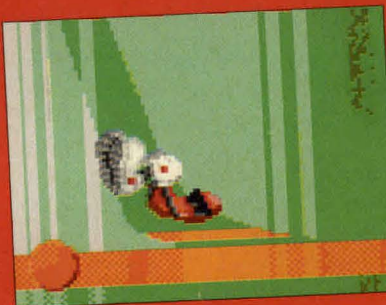
96 BACK ISSUES/MAIL ORDER

Incomplete collections of AMIGA POWER? No thanks. Don't believe in 'em.

98 WISH YOU WERE HERE

A brand new feature, in which we take you on holiday to some of the finest vacation destinations the Amiga's got to offer. Sun, sea, sand and second disk-drive recognition - we've got 'em all.

GAMES OF THE



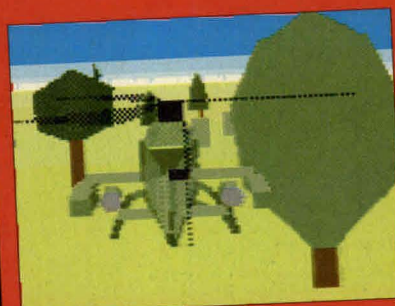
COOL SPOT

You know how we said "These are just early preview shots..."? Page 26



F1

Domark save money on box ink with the year's top racer. Page 30



CAMPAIGN 2

Cam, it's got tanks in it, you'll like this. Cam? What's wrong, Cam? Page 36



STAR TREK

Dave, it's Star Trek. You'll love it. Dave? What's wrong, Dave? Page 38



FURY OF THE FURRIES

Yeah, alright, so it doesn't look like a classic... Page 42



GOBLINS 3

Well, alright, so it looks exactly the same as the other two... Page 44

ALL THE LATEST NEWS ON THE CD32!

After all this time, we're still the only magazine that brings you a dedicated CD32 section. Read it, on pages 80-81.



SIMON THE SORCEROR

This better not have a picture of *Second Samurai* above it. Page 48

STUART WOULD JUST LIKE TO SAY: 'Get away, run away, far away, how do I escape from you?'

SAL WOULD JUST LIKE TO SAY: 'If you could bottle the smell of morning dew, I'd buy it.'

CAM WOULD JUST LIKE TO SAY: 'Hear that? It's the world's smallest violin.'

LISA WOULD JUST LIKE TO SAY: 'Can I have some sleep now, please?'

OVER 300

THAT'S THE MAGIC NUMBER

MONTH



BUBBA'N'STIX

The best game starring a stick we've ever seen.

Page 34



SKIDMARKS

Steve, this one's got a bit of a smutty title, you'll love it. Etc.

Page 40



DENNIS

Alright, it looks like a load of utter drivel. But - oh, I see.

Page 46

NEXT MONTH

It's getting worse. We're not even exactly sure when the March issue of AMIGA POWER's *supposed* to come out now, far less when it actually *will*. But we reckon the 17th of February is the most likely date, so start queueing around then. Probably.

GAMES REVIEWED THIS ISSUE

FEBRUARY 1994

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Madfighters 1200	119
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Well, it was great while it lasted, but it's not Christmas anymore so back to two disks we go. But despair not, for they're a pretty spanking pair. We've got the biggest platformer of the year, and one of our favourite driving games of all time, and, well, lots more. Load 'em up, why doncha?

disk 34



INTRODUCING DISK 34

COOL SPOT



Not satisfied with our massive four-page review of this starting on page 26? Want to see it in action for yourself before you rush off and make an uninformed judgement with your Christmas money? Well, now you can, with this stonking great demo. We're too kind.

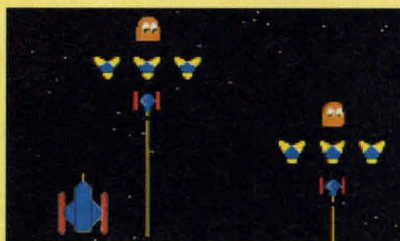
LAMBORGHINI AMERICAN CHALLENGE



We loved it before (when it was *Crazy Cars 3*), and we love it even more now that it's got a two-player mode as well. Play our top one- or two-player demo levels and then you can love it too.

SMIDGE

The best PD game we've seen in ages - we liked it so much, in fact, we've even decided to forgive it for being a cute platformer. Levels aplenty here, guv.



GORF

And finally, from the author of issue 32's *Space Invasion*, another ancient coin-op gets the PD conversion treatment. Don't like this? Too bad, space cadet.

GOT A FAULTY DISK?

● Oh no! Are you sure? Before you go any further, try the procedures described in the panel over the page. If, after all that, you *do* have disk problems, simply place it in an envelope, along with an SAE and an explanatory letter, and return it NOT TO THE AP OFFICE but to: AMIGA POWER Disk Returns 34, DisCopy Labs, PO Box 21, Daventry NN11 5BU. Send it to us, and we'll insult your grandmother.

disk 34

YOUR DISK AND YOU

READ THIS BIT FIRST OR NO-ONE WILL TAKE ANY NOTICE OF YOU WHEN YOU SAY THAT YOUR DISK DOESN'T WORK.

- You've only got 512K of memory on your Amiga? Blimey, that's a bit stupid, isn't it? Go and buy an expansion **RIGHT NOW**.
- To load any of the games, all you have to do is switch off your machine, insert the disk, and switch your machine back on again.
- An options menu will appear. Simply follow the instructions to load the game of your choice.
- Just to be on the safe side, though, the on-screen instructions say that you should press the appropriate function key to make your selection.
- You'll have to reset your machine in order to play one of the other demos. When you do so, simply follow the instructions above.
- Remember to keep the disk you are playing your game from in the drive at all times. And remember – switching the machine off for 20 seconds or so before loading a new program will help prevent disks being infected by stray viruses.

● Have a good time.

OH NO! SOMETHING WENT WRONG!

- Are you sure?
- Try all that stuff again, making sure you've disconnected any peripherals the program might not 'like', such as external drives.
- If your disk fails to load, then pop it in a padded envelope, along with a letter explaining the problem and an SAE, to:

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- We're really hoping that you're reading this bit, because it's quite important: please don't send your disks to us at the AMIGA POWER office. We really don't know how to fix dodgy disks, and we'll just throw 'em straight in the bin. So send them to Discopy. Please.



If you stepped on him, would he flatten out like a soft winegum, or would he burst messily?

COOL SPOT Authors: Virgin

The host bounds into view, complete with fake smile and even faker tan. Come to think of it, his hair's a bit suspect too, and one of his eyes has a duller lustre than the other. Hmm, he's limping as well, almost as if... no, it couldn't be. But anyway...
Mr Smarmy:

Heeeeeeeeeeeeeeeeee!
And welcome to part two of Jeopardy, the show where we give the answers and YOU ask the questions. In the playoff we've got Artemis Colon...
Artemis: Hello.
Mr Smarmy: ...playing against Marty Parentheses.
Marty: Hi Smarmy!
Mr Smarmy: Let's get right to answer number one. I am a small red dot with thin arms and legs. I am only an inch high, but

am still a hero. I wear sunglasses even though I have no eyes, and I earn my living by being part of a soft drink logo. (Buzz!) Artemis...

Artemis: Er, what is Cool Spot?

Mr Smarmy: Correct-o-mundo! Number two, by throwing fizzy bubbles, I can attack crabs, insects and even boxer short-wearing

crustaceans. I can fire in any direction, although when I fire up, I also jump at the same time. (Buzz!) Over to you Marty...
Marty: The question to that is 'how does Cool Spot defend himself?'
Mr Smarmy: Spot on, Marty! (The audience laughs at this clever and sophisticated wordplay) Number three, I must collect enough small red spots to get the message 'Find the Cage' to appear. At this point, I can find where my captive

Hey, what's your problem?

Grab onto the ropes of finite length if you want to live and stay cool. It beats walking along the beach and feeling the grass underneath your feet. Then turn round to see all the onlookers looking on. (What? - Ed)

LAMBORGHINI AMERICAN CHALLENGE



The map shows the courses you can race on in the full game. Your choice is New York.

Authors: Titus

As we come back after the break, we see a startled technician taping on Smarmy's wig. He hurries off, leaving the roll of tape dangling from the side of Smarmy's head, where it stays for the rest of the show. Professional to the last, Smarmy acts as if nothing has happened.



SPOT

Cool Spot has his own theories about helping out the homeless.

Brings back the glory days of Olga Korbut, doesn't it? The parallel deck chairs.

friend is and shoot the lock off, freeing him. If I find the spot with a V on it, it's worth seven normal spots.

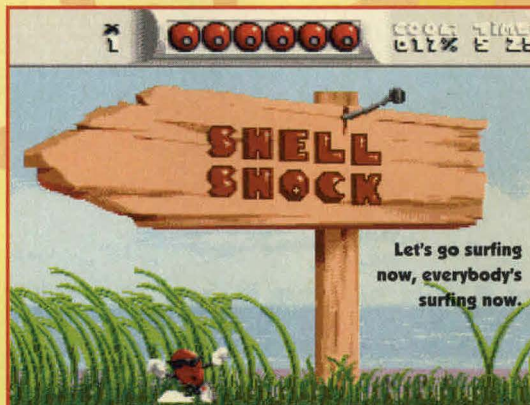
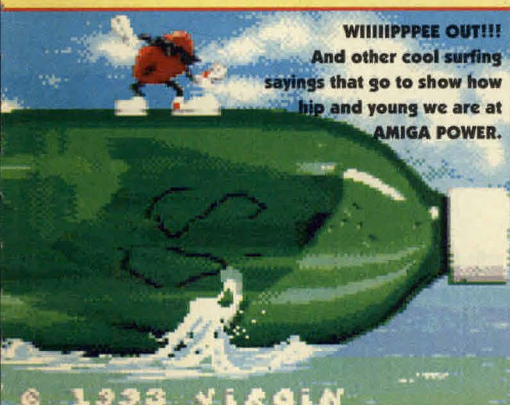
(Buzz!) Marty again...

Marty: What is the aim of Cool Spot?

Mr Smarmy: You're right again! Now then Artemis, to stay in the running, you've got to get this one right. If languages represent reality there has to be something in common between the sentence and the state of affairs. This common structure in that sentences are pictures of possible facts. (Buzz!) Yes, Artemis, over to you...

Artemis: What is the picture theory of meaning, as laid down in Wittgenstein's Tractatus logico-Philosophicus?

Mr Smarmy: That makes the scores equal! Join us after the break as we go onto the first of the head-to-head playoff contests. Catch you in 90 seconds! As he enthusiastically waves, first one, then both of Smarmy's arms fall off and clatter to the ground, quickly followed by his legs, wig, head and tan. It's not a pretty sight.



Mr Smarmy: Heeeeelllooooo! And welcome back to the show. Round one put Artemis and Marty neck and neck, and now it's time to go head-to-head. Even as we speak, our two lucky readers are being strapped into matching Lamborghinis prepared and supplied by Titus Software. If you want the full lowdown on these sultry she-beasts of the tarmac jungle, then zap your way over to page 68. Now then are you ready, people?

Artemis: I am.

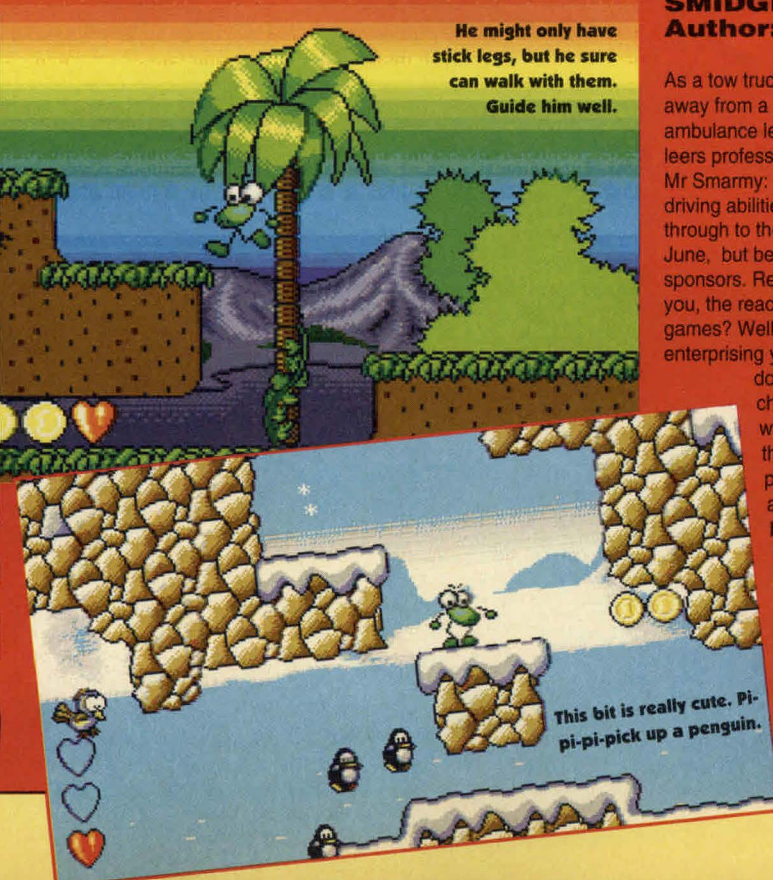
Marty: Yo!

Mr Smarmy: Faaaan-tastic! And are you both sure what you have to do?

Artemis and Marty: Yes Smarmy, we've got to race as fast as we can along this course, keeping damage to a minimum by avoiding crashing into other cars. Obviously, we've got to try and win Mr Smarmy: So what are you waiting for? Away you go, and the first person to pass lovely Suki and her checkered flag goes into the Big Bucks Bonus round! Smarmy smiles, Suki pouts, and the contestants set off on their high speed race to fame and glory. More commercials follow.

(NOTE: LAC is not fond of mice - joystick only on this one!)

SMIDGE



This bit is really cute. Pi-pi-pick up a penguin.

SMIDGE

Author: David Parsons

As a tow truck pulls a twisted sports car away from a splintered tree and an ambulance leaves the scene, Smarmy leers professionally at the camera.

Mr Smarmy: Well, Artemis, your superior driving abilities mean that you're through to the celebrity special play off in June, but before that, a word from our sponsors. Remember when we asked you, the readers, to send in your best games? Well, that's exactly what enterprising young David Parsons has done.

It's a wonderfully cheerful platforming romp where you leap about, collect things, and even rescue penguins. If the game seems a bit reluctant to load, just hammer the fire button a few times, and if you like the game, David's included full details of how to get the complete version. Well, keep sending us those games, and keep on watching us every week. Ciao, dudes and dudettes, I love you all.

GORF

Author: Kev Gallagher

Quick fire round.

Mr Smarmy: What AMIGA POWER cover disk game has Kev previously written?

Artemis: *Space Invasion*, issue 32.

Mr Smarmy: Correct.

What arcade classic is *Gorf* based on?

Marty: *Gorf*.

Mr Smarmy: Correct. What's practically the only thing missing from this varied and fun shoot 'em up that was in the original?

Artemis: The spooky laugh and the voice that said things like "Too bad, space cadet."

Mr Smarmy: Correct. Now think quickly Marty. You need to get this one to get through to round three. What do you use to fire in the game?

Marty: Erm, the fire button?

Mr Smarmy: That's it! He's done it!

Smarmy throws up his hands in delight, which sail majestically into the overhead lighting rig, blowing a few of the spotlights and knocking an electrician unconscious. In a 'spontaneous' move, the crowd goes into a slick Mexican Wave routine, followed by dancing in the aisles. Commercial break time.



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Now this super disk copier program is built into Action Replay Mk III. Just imagine a superfast, efficient disk copier program at the press of a key - no more waiting.

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Pictures and sound samples can be saved to disk. Files are saved directly in IFF format suitable for use with all the major graphic and music packages. Samples are displayed as screen waveform.

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Now you can slow down the action to your own pace. Easily adjustable from full speed to 20% speed. Ideal to help you through the tricky parts!

MANY MORE INSTANT CLI COMMANDS

like Rename, Relabel, Copy, etc.

NEW RESTART THE PROGRAM

Simply press a key and the program will continue where you left off.

FULL STATUS REPORTING

At the press of a key now you can view the Machine Status, including Fast Ram, Chip Ram, RamDisk, Drive Status, etc.

POWERFUL PICTURE EDITOR

Now you can manipulate and search for screens throughout memory. Over 50 commands to edit the picture plus unique on screen status "overlay" shows all the information you could ever need to work on screens. No other product comes close to offering such dynamic screen handling of frozen programs!!

NEW JOYSTICK HANDLER

allows the user to select Joystick instead of Keypresses - very useful for many keyboard programs.

MUSIC SOUND TRACKER

With Sound Tracker you can find the complete music in programs, demos, etc. and save them to disk. Saves in format suitable for most track player programs. Works with loads of programs!!

AUTOFIRE MANAGER

From the Action Replay III preference screen you can now set up autofire from 0 to 100%. Just imagine continuous fire power! Joystick 1 and 2 are set separately for that extra advantage!

NEW IMPROVED RAM EXPANSION SUPPORT

Now many more external Ram Expansions will work with all Action Replay III commands.

DISKCODER

With the new "Diskcoder" option you can now 'tag' your disks with a unique code that will prevent the disk from being loaded by anyone else. "Tagged" disks will only reload when you enter the code. Very useful for security.

NEW SET MAP

allows you to Load/Save/Edit a Keymap.

PREFERENCES

Action Replay III now has screen colour preferences with menu setup. Customise your screens to suit your taste. Very simple to use.

DISK MONITOR

Invaluable disk monitor - displays disk information in easy to understand format. Full modify/save options.

IMPROVED PRINTER SUPPORT

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NEW DOS COMMANDS

Now you have a selection of DOS commands available at all times - DIR, FORMAT, COPY, DEVICE, etc.

NEW FILE REQUESTER

If you enter a command without a filename, then a file requestor is displayed.

DISK COPY

Disk Copy at the press of a button - faster than Dos Copy. No need to load workbench - available at all times.

PLUS IMPROVED DEBUGGER COMMANDS

Including Mem Watch Points and Trace.

NEW BOOT SELECTOR

Either DFO or DF1 can be selected as the boot drive when working with Amiga Dos disks. Very useful to be able to boot from your external drive.

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- Copper Assemble/Disassemble - now with suffix names

REMEMBER AT ALL TIMES YOU ARE INTERROGATING THE PROGRAM IN IT'S "FROZEN" STATE WITH ALL MEMORY AND REGISTERS INTACT - INVALUABLE FOR THE DE-BUGGER OR JUST THE INQUISITIVE!

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TRUE STORIES

by
Steve McGill

This month (as always) we present a pot-pourri of Amiga happenings for your education and enjoyment.

UNMYSTERIOUS SCREENSHOT CORNER



Welcome to the jungle. No sign of that Tarzan geezer, thank the lord.

Don't say we don't bring you the most relevant information as and when it happens. Those of you who've completed *Ishar 2*, or who are near completion, or who have never even started it yet because you haven't bought it, will be interested to know that we've received the first ever screenshot of the up and coming *Ishar 3: The Seven Gates of Infinity*.

It promises an intriguing plot, different locations and even more of those fabby graphics that the Silmarils are famous for. It has a release date of April 94. Look forward to a preview soon.

COMMODORE PILE ON THE PRESSURE AS CD32 TAKES OFF

Hot on the heels of some impressive sales figures, Commodore have announced the release of an even more aggressive new CD32 bundle, and by golly it looks hot. Called *Dangerous Streets*, the total bundle consists of four titles; *Oscar*, *Diggers*, *Wing Commander* and the eponymous *Dangerous Streets*, all for the same £299 price as the current two-game bundle.

We figure you already know all about *Oscar* and *Diggers* so it's enough just to mention them here. As for *Wing Commander* (reviewed in AP21 where it earned a whopping 88 per cent in its AGA version), apparently it's been upgraded to make full use of the CD32's superior storage and processor power. You can save up to eight missions on the CD32's built-in back-up memory.

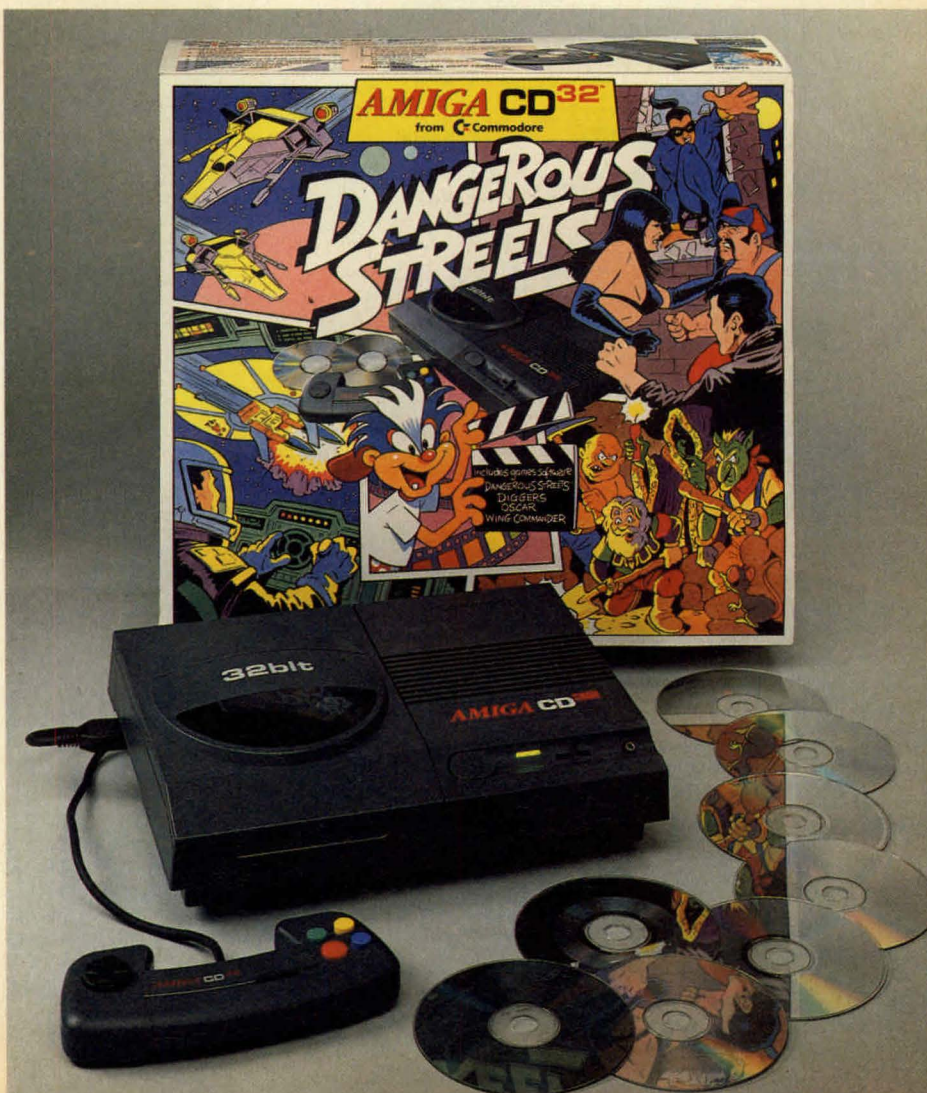
Dangerous Streets from Flair is a pace-setting (allegedly) beat-em-up with eight exotic combatants from across the globe. The player can play against the machine or another opponent, and the game makes full use of the CD32's AGA graphics.

Also included in the pack are some stunning demos implementing full motion video (watchable when the machine is fitted with the add-on CD module). As well as the video CD clips, there will also be a load of demos using CD32's existing motion video system CDXL allowing you to view some sneak previews. Sounds good doesn't it?

If you want to join the ever growing CD32 club, and there's even less reason to decline now that the *Dangerous Streets* pack is out, you can pick one up from any of the following outlets; HMV, John Menzies, Rumbelows, Comet, Clydesdale, Tandy, Alders, John Lewis and Future Zone. Total sales are expected to reach around the 75,000 mark by January, which is a respectable figure in anyone's book, especially since it's already outselling the Mega CD and CD-i by vast amounts.

So now you know the facts, stop making excuses to yourself, go out and buy one. You know it makes sense.

The bundle that's taken them by storm this Christmas from those CBM folk.





Arabian Nights – an excellent game for 15 notes on the CD32. Well done Krisalis.

You'll have noticed by now that quite a few games are being ported over to the CD32, but one worrying trend has been the frequent price hike to £29.99. Here's what Krisalis have to say on this phenomenon.

"In these early days of CD32 a few publishers are and will be pushing out CD32 software with little or no enhancements and expecting people to pay the full recommended price of £29.99. At Krisalis we feel that CD is the future and now is not the time to alienate our customers. Next year Krisalis will be releasing 'proper' CD products at full price, but until then, any port-overs with minor or no improvements will continue to appear on our Buzz budget label at a fair price."

Any other software houses who'd like a blatant free plug on our news pages, it's easy. Just halve the price of your games and drop us a line. Thank you.

BUZZ OF AGGRESSION

CANNON FODDER & DONK TOO! FOR CD32!

Um... Cannon Fodder's coming out on the CD32. Sorry, kind of gave it all away at the start there, didn't I? Now I've got nothing more to say and lots of space to fill. It's still brilliant you know, we won't stop playing it in the office even when Stuart empties buckets of cold water down our necks. Especially Cam. He's playing it even now as I write this.



That controversial poppy, not endorsed by The Royal British Legion.



Donk, the samurai duck, looks a little bemused at his move to a new format.

Donk is also being released for the CD32. Erm. I don't seem to be doing very well here. I keep blowing the punchline at the top of the article.

What's next on my list? Ah yes, let's see if we can try and introduce some kind of element of tension for the next story...

MYSTERY GAME ON THE WAY FROM VIRGIN!

Ah, that's more like it. One of the most impressive-looking PC CD-ROM games of the moment is all set for an unexpected CD32 outing. It's an amazing-looking title set in a mythical land populated by human beings and dinosaurs at the same time, and features a bizarre storyline involving the humans controlled by the player forming alliances with the herbivorous dinosaurs, in order to fight the carnivorous varieties like the T-Rex. The game's basically a point-and-click adventure, but it uses astounding 3D

rendered graphics which take up practically every last byte of the CD's 650 megabyte storage space. The game's being developed by new French whizzkid developers Cryo, and it's called *Saurus*. Don't expect to see anything of it until summer at least, but we reckon it'll be worth the wait.



You can't move for them these days can you? Those dinosaurs are becoming a menace to humanity.

NIPPER SCORES UPDATE

We've been overcome by an avalanche of mail. In what is proving to be one of our most popular competitions ever, the scores are just piling up. In reverse order, here are the top five points accumulators.

With a whopping great 120,310 is Mr I. Hunt, Strood, Kent.

Next is a humungous 123,207 by R. Doyle, Stretford, Manchester

After that a gigantic 125,504 from P. Kirk, Stourbridge, W. Midlands

Then it's an, er, monolithic 128,210 for B. Gullivan, Pontypool, Gwent

Titanic top score so far comes from Simon Shutt in Bicester and he's scored a whopping 131,810.

So there you go kids. Anything below 110,000 goes straight into the bin from now on. Remember that you've got to send us the code printed at the end of your high scoring effort.

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If you don't, and no excuses like 'I forgot' will be accepted, it's straight into the bin with the other rubbish. Okay?



ADD ON A MINUTE

Fantastic news for anyone who's already bought a CD32. Thanks to people who don't want to be mentioned in this news item, the CD32 is set to become the most desirable console in the world ever.

That's right, a new expansion board, codenamed the SX1, is going to sport the following fantastically sexy features: one serial port, one parallel port, one floppy drive port, support for an IDE hard drive, memory expansion capability (up to eight meg), MPEG connection and, wonder of wonder, it comes supplied with a Parnet cable and software as well.

Now, we're only going to tell you the following if you promise not to phone in asking us to confirm anything that we've already mentioned or told you we don't know about.

First off, we don't know about the MPEG connection. We're waiting for more details on that one. The Parnet connection is a great idea. It effectively means that you can use your old Amiga (assuming you have one that is) as a keyboard for the CD32. The reverse is also true. You can use the CD32 as a CD-ROM add-on for your Amiga. Sort of the best of both worlds there, we think.

The serial and parallel ports are self-explanatory, so absolutely no questions about printers and drivers, okay? Couple that with the floppy drive and IDE port and you're talking about access to stuff that runs on an A1200. We don't know anything about compatibility as of yet, but rest assured, we'll let you know.

The SX1 will be available in the second week of January and the anticipated retail price is a pretty reasonable £139.99 inc vat.

For details, contact Indi on 0543-419999 or Calculus on 0543-251275

F1 LICENCEWARE

Are you an aspiring games programmer? Have you written a game that you feel should be reaching a wider audience? If so, Steve and Belinda Bye want to hear from you.

It seems that Steve was a commercial programmer, in a past life, who got fed up with some of the raw deals that were apparently so prevalent in the software world.

In order to redress the balance, he's set up a company called F1 Licenceware. The main aim is to reward programmers for their work and give the public access to reasonable quality games at good prices.

There will be three ranges of games; Budget, Premiere and Gold. The price and quality increases with each category. The prices will be £1.99, £2.99 and £3.99 respectively.

For more information on royalties and that kind of thing, contact Steve or Belinda at F1 Licenceware, 31 Wellington Road, Exeter, Devon EX2 9DU or alternatively, why not give them a ring on 0392-493580.

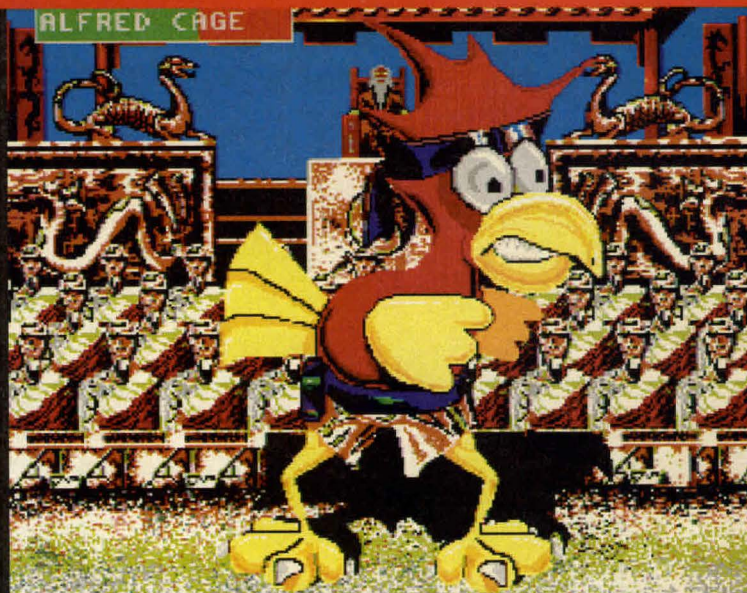
PRIME POTATO

Britain's children are in danger of becoming 'computer potatoes'. Oooh, scary. The report, carried in the Mail on Sunday (12/12/93) highlights the findings of a health survey carried out by Allied Dunbar. Apparently, British children are spending too much time in front of the computer screen instead of playing sport.

Iain Sproat, the Junior Heritage Minister is spearheading a campaign to revive traditional games like rugby, soccer, cricket, hockey etc. Prime Minister John Major is giving him full backing with the intention that children should adopt healthy lifestyles and learn about sportsmanship and discipline.

Maybe it's just us, but what sort of political self-serving survey was it when it failed to mention that computer game playing increases mental alertness, concentration, puzzle-solving and spatial dexterity? What about the co-operation and discipline that's needed to solve the likes of the *Chaos Engine* in two-player mode?

No, a rethink is definitely needed on this front, and as for us, we say to those politicians who believe this nonsense: 'Go back to your constituencies and prepare for deselection', probably.



This month's prizewinner is Scott Lewis from Surrey who has sent us this fabulous *Alfred Chicken* in the style of *Mortal Kombat*. You wouldn't have thought that our Alfred was the sort to get his feathers ruffled but he certainly looks capable of taking on the best. And what kind of steroids has he been taking to put on so much size and weight? And check

his eyes! We understand that Alf is skilled in the ancient art of hen-do, and brutally efficient with his trusty nun-chicks. (Get off - Ed.)

Ahem. Stuart here. I've docked Scott five marks for that appalling joke by Steve (unfair, I know, but that's life), so it's 5/10 and hence £100 of free software for the Surrey lad. Send your entries to the usual address. Now.

IN THE STYLE OF...

From the makers of

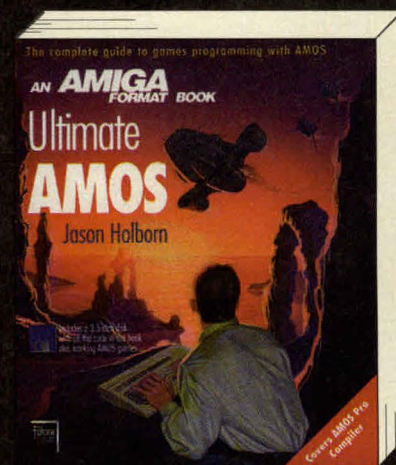
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AMIGA POWER

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TOP 30



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We figure you must have some idea how the charts work by now, so briefly: they're © ELSPA, they mix budgets and full-pricers together, games are rated in stars, and they're still sponsored by Penguin!

AMIGA POWER RECOMMENDS

13

F117A (Microprose)

You could be forgiven for thinking that Scissoring, Yo Yo turning and Threading the needle had more to do with Cross Stitcher or Needlecraft magazines than with AP. But no, all of these actions are actually air manoeuvres which can be employed by the

F117A Stealth Fighter Bomber. Yep, thanks to Microprose, you too can act like a personal Angel of the Apocalypse to an imaginary Saddam Hussein. Surgical, precision air strikes while avoiding enemy radar can leave your combat map looking like a tapestry of hi-tech destruction. A flight sim without difference.



MORTAL KOMBAT (Virgin)

Faster than a speeding *Street Fighter* 2, more violent than the sanitised Super Nintendo version and more realistically gritty than *Body Blows*' cardboard cutouts. These among other things are

particularly responsible for the Amiga *Mortal Kombat* beating the hell out of any other versions around on the market. Surprising really, considering the budget being ploughed into hyping the thing could probably quite literally "feed the world". But then, that just wouldn't be as much fun.



STEEL SKY (Virgin)

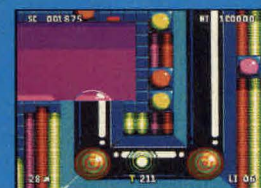
Multi-media's an overused buzz word these days. From multimedia bags of chips and breakfast cereal to multi-media park and ride bus tickets. So take it from us that there's something really special about playing *Beneath a Steel Sky* for us to merit it as a true multi-media experience. Yes,



it's an adventure, but an adventure with a difference. Characters react like virtually real life characters ie. you can annoy them with stupid questions. Not only that, but the eerily atmospheric backdrops were originally drawn by Dave Gibbons of Watchmen fame. A man who reduced certain gun fetishists of the AP crew into gushing idiots.

ZOOL 2 (Gremlin)

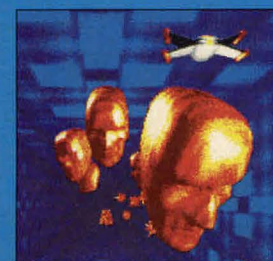
Yes, the Ninja from the nth dimension who isn't an ant is back. And this time he's brought his girlfriend and his dog. There's not too much that can be said about *Zool 2* that hasn't been said about *Zool*. If anything, *Zool 2* is more enjoyable because it's prettier in a less



garish kind of a way from the original. *Zool 2* is like an advert for 'My Little Ponytail' and she uses a whip to drive away her enemies. A bit kinky maybe but it all adds to the fun. Oh, and you can meet Zoon as well if you collect enough bonuses from the main game. It's still a platformer, but it represents the cream.

STARDUST (Daze)

"Enemy agents disguised as meteors" surely that's a foul ref we collectively cried. But hey, stupid plots shouldn't be enough to put you off a game like *Stardust*. It combines the classic gameplay of *Asteroids* with startlingly innovative graphics like you've probably seen before



on our cover disk. *Stardust* was so good that even terminal grouch Stuart Campbell found a reprieve from the tedious mortal coil of games reviewing just long enough to remember what it was he liked about playing games in the first place. Can we say anything more of any relevance? Thought not. Buy it. It's been specially released at the diminutive price of £16.99 - cheap.



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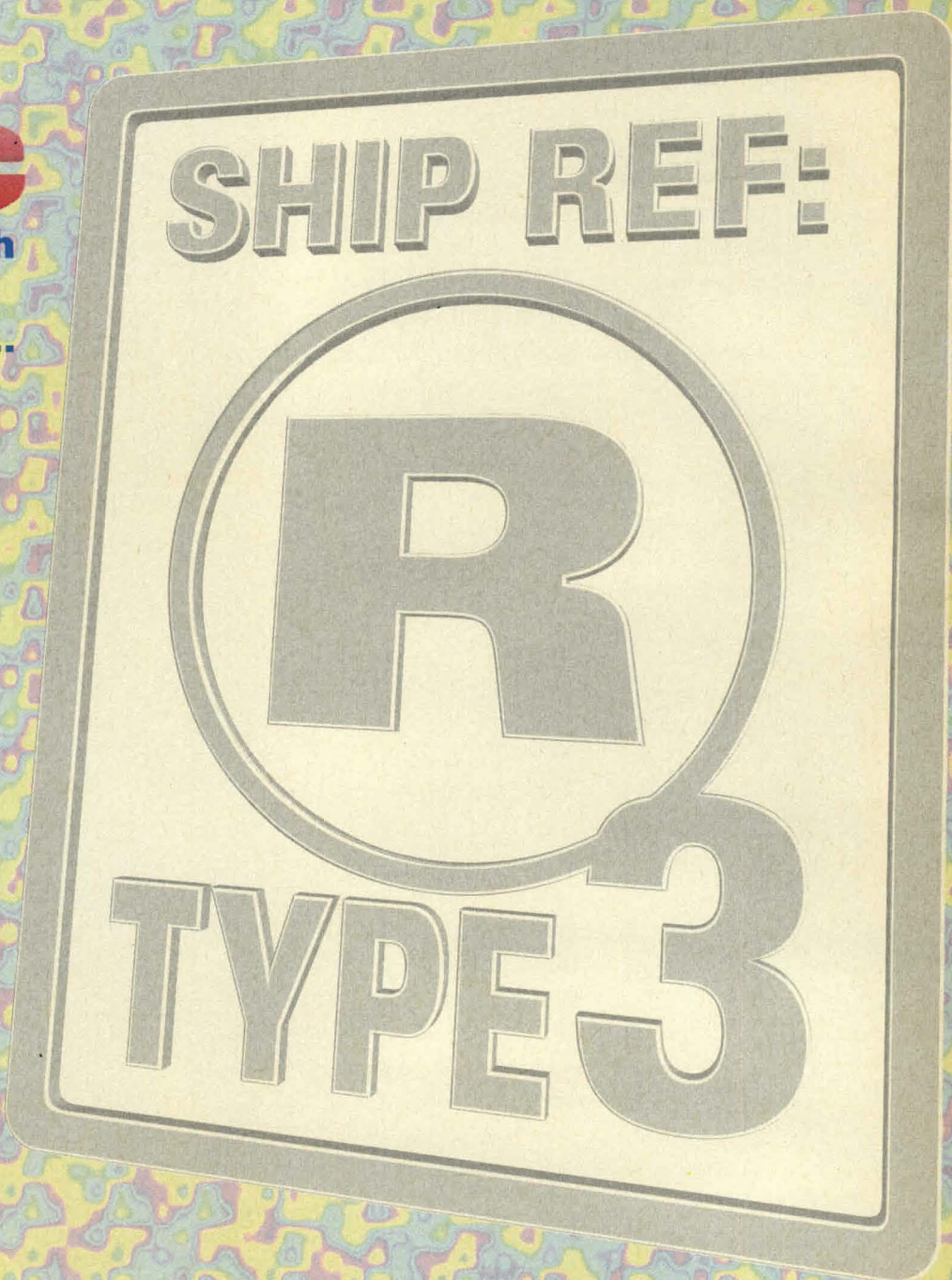
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A SEQUEL TO END ALL SEQUELS...

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After an epic struggle of good against evil, the Demon King sought refuge far away in time; where his magic was forgotten, and where he could lick his wounds and recover his powers.

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All of his demonic forces have been summoned to his aid, all of his tricks and traps have been set, all of his power is directed against you. Only the wisest and the most honourable of warriors can defeat him.



...the story of the second samurai is yet to be written



THE SHAPE OF THINGS TO COME

And by the pricking of my thumbs, something wicked this way comes: it's yet more forthcoming releases.

UNIVERSE

Game: Universe
Publisher: Core
Authors: See below
ETA: February

Briefly: Here's a game about something I can relate to – parallel dimensions. I for one have been forced to put brown parcel tape across all the mirrors in my flat to prevent me from inadvertently plunging into an alternative reality, but in Core's new point-and-click adventure game *Universe*, young Boris Verne has forgotten his dimensional safety code of 'Think once, think twice, think don't sit on a chair before checking that it isn't a device designed to propel you across the infinite voids of the space/time continuum.'

THE CREATORS ANSWER LOTS OF QUESTIONS:

1 Who are you all, and what do you all do?

Rolf: Me (Rolf Mohr – story, game design and painted backgrounds).

Gary: Me (Gary Antcliffe – programmer).

Stu: And me (Stuart Atkinson – graphic artist).

Jim: Me too (Gary 'Jim' Bottomley-Mason – graphic artist and game design).

2 When's the game coming out? And do you have any plans to do it for the CD32?

Gary: I dunno, it's meant for release early '94, and as for the CD32... possibly.

Jim: It would be nice to do a CD32 version with CD-quality sound and extra animations, but we expect difficulties with the save game because of consoles being read-only memory.

Stu: We could incorporate a save game point, or perhaps rely on an external floppy drive, but that's something many people won't have.

3 The game blurb boasts a special colour system – what's that all about, and won't it slow the game down? Does this mean that there won't be any need for an A1200 version?

Gary: The SPAC (Super Pre-Adjusted Colour) system will be able to display up to 256 colours on a standard A500, with no loss of speed. The only limit it has is that all the extra work on converting and re-touching the backgrounds limits the number of colours which are available for the main sprites.

4 As I understand it, *Curse Of Enchantia* featured painted backgrounds – is it the same for *Universe*? Does this mean the artists have as much input into the game as the writers, or are

This'll be one of those 3D sections then, complete with stars and everything.

they merely minions catering to the writers' bizarre whims?

Rolf: Yes. You can't teach an old dog new tricks (Jim: Because he definitely IS old). I'm painting and scanning in the backgrounds as in *Enchantia*, and also including some stuff that I did ages ago. There's the occasional scene, animated backgrounds for arcade-style sequences and that sort of thing, that are rendered on



a 3D package by Stuart.

Jim: Me and Rolf are the writers, and therefore we are our own minions!

Rolf: Yes, we cater to each other's whims, which boils down to us arguing a lot.

5 Is the story line going to be as silly and irreverent as *Curse Of Enchantia*? What's the stupidest situation that young Boris ends up in?

Rolf: In the first place, *Universe* isn't actually a sequel to *Enchantia*, but at the start of development it got dubbed *Enchantia 2* for practical reasons. I came up with the original story a while ago, which was intended as a film idea, and then after *Enchantia* I started reworking it into a playable game concept.

It was initially intended to be a fairly serious space fantasy story, but then Jim came along and changed all that (Jim: It's true!) and there was going to be lots of action in it, but when we got to producing it, we found the best idea was to build on the experience from our first game and stick with the point and click format.

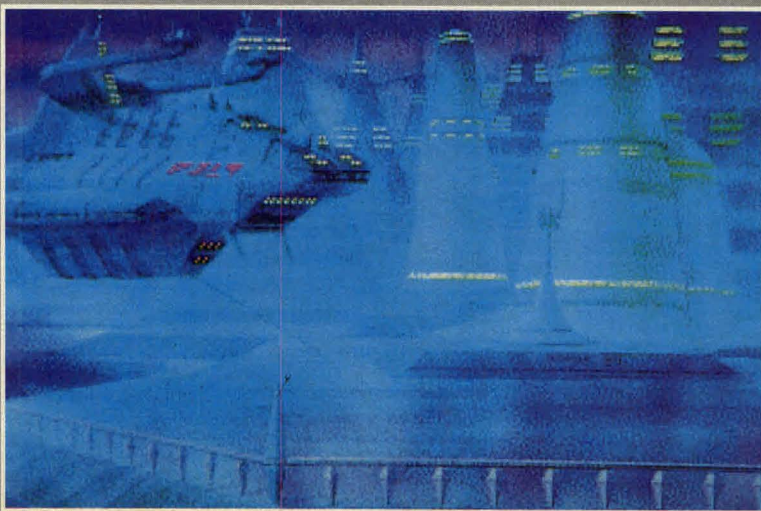
Jim: There's plenty of humour in the game, but it's there as comic relief. It was never intended to be as silly as *Enchantia*.

Stu: One of the daftest situations Boris gets into is when he's inadvertently shoved into a vent and his remains are spat out.

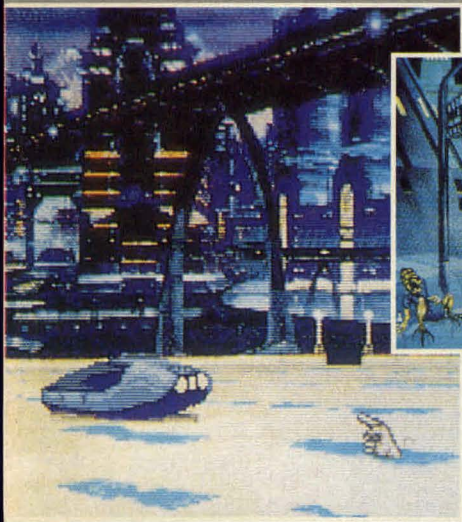
6 To what degree will the game mechanics affect the gameplay?

Rolf: *Universe* has been very efficiently programmed in that respect, and Gary's

Phwoarr, eh punters? With games like this and *Beneath a Steel Sky* using painted backdrops to such devastating effect, it can only mean that computer backgrounds will soon be a thing of the past.



RSE



Jim: The basic storyline is already written in the original 'script' but we then sit down as a group and work out each block of the game in detail, trying to come up with satisfying puzzles to add depth and link up with the story. Most of our time is spent arguing about how to actually make the puzzles work with the game interface, in order to avoid conflicts of logic.

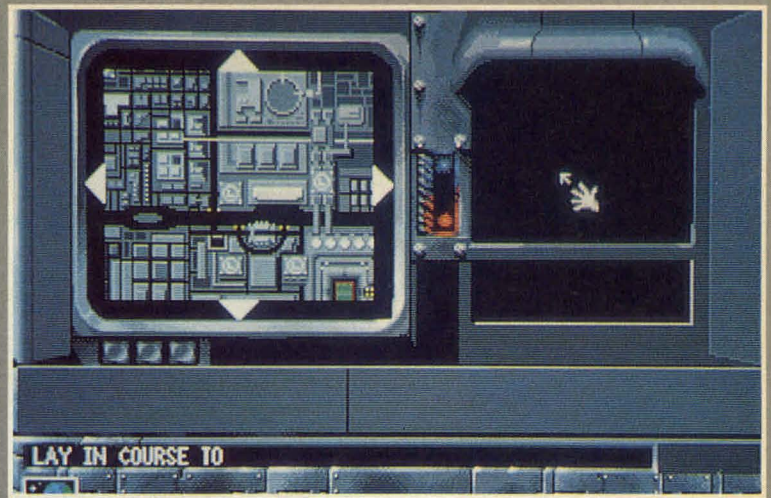
Gary: There's also fights between me and the artists when they want loads of animation frames and I'm

managed to cut down disk swapping to an absolute minimum. The loading time's miles faster than *Enchantia*, and it should also fit onto less disks than *Enchantia*. Gary: I use my own disk format which speeds up loading considerably as well as being uncopyable by conventional means. HD installable? Wait and see. On machines with extra memory this'll be used to buffer disk files, cutting down disk accessing further, so game mechanics will have very little effect on playability.



Here's another pretty picture: a small oval one, in actual fact. Bless 'em.

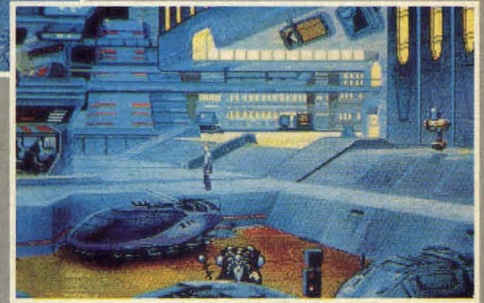
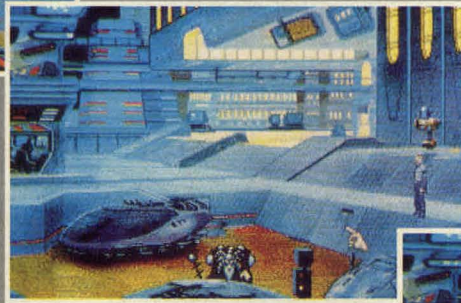
forced to convince them to cut it down so it'll actually run on an A500. Rolf: After the scenes are thought up, me and Jim go over the dialogue and refine the text. Jim adds a lot of his unique brand of humour, which appears in his sprites, and I think goes a long way to making the game enjoyable and freaky. Stu: Gary and Jim go down the pub every Friday lunchtime, not so much to thrash out game ideas, but more to ease the



Curse Of Enchantia fans will have noticed that as well as all of the standard point-and-click stuff, there's also plenty of additional new stuff. Like this, whatever this is.

Left: The main character of Boris is actually roto-scoped from video images of game designer Rolf moving around.

Below: Not only does the character move realistically, but he's also fully scaling, so instead of existing in a flat plane, he can move in and out of the scenery.



burden on their minds by jumping into their very own alternative reality.

Jim: We basically lock Rolf in a room to get on with his airbrushing, and leave Stu to retire to the smoking room.

Stu: So the fact that we're all actually telepathic comes in really rather handy.

8 What would be your ideal parallel universe to get trapped in?

Gary: Booze, beer, babes, booze, beer, babes, more beer, babes, booze... have I left anything out?

Jim: Booze, booze, beer, booze... Freedom! Beer. Oh, I left out babes.

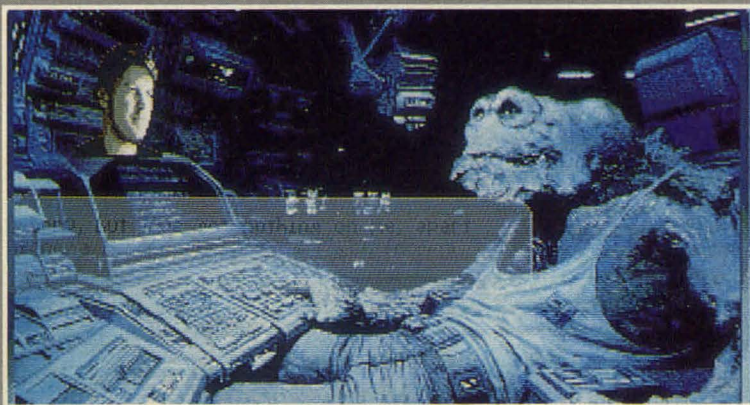
Stu: Beer and babes.

Rolf: Probably the Skywalker Ranch, San Rafael, California.

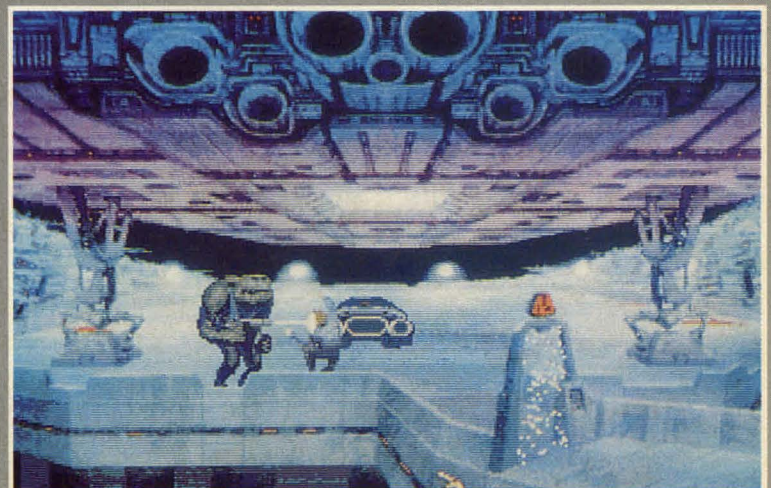
Verdict so far: Well, it looks like they've only gone and got it all said for me. Flippin' uppity programmers; in the good old days, they knew how to leave all the writing to the writers. Sniff, I feel somehow redundant.

● **ROLF, GARY, STU AND JIM. OH, AND CAM WINSTANLEY, TOO**

7 How do you come up with the story lines? Is it all formal, with you all sitting round discussing ideas, or do you lock yourselves (or each other) in a small room until you come up with something funny?



Hello, it looks like some of the action takes place in a Hounslow of the far future, still directly underneath the Heathrow flight path. It makes life exciting though.



Telephone conversations of the far future: looks like multiple choice answer time again. I wonder what he means exactly by "Kiss my skinny white butt"?

ROBINSON'S REQUIEM



Game: Robinson's Requiem
Publishers: Daze Marketing
Authors: Silmarils
E.T.A: March 94

Briefly: Hands up everybody who hasn't heard of *Ishar 2*. There can't be many of you. Anyway, you'll know from looking at the screenshots that it truly is a lovely RPG (graphically speaking of course).

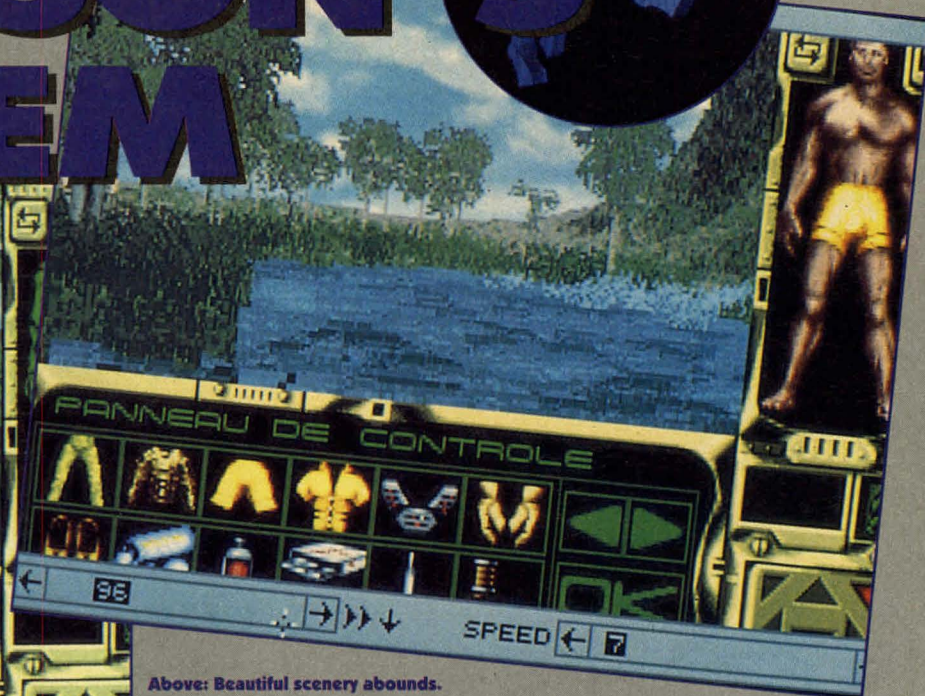
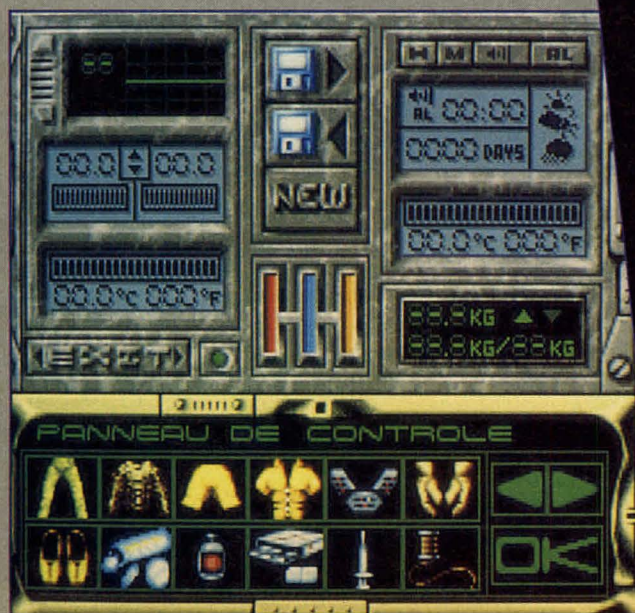
Robinson's Requiem is the next game expected from the vaults where the Silmarils garçons hang out. It's an adventure/RPG where you find yourself conveniently disposed of on a planet that's used as a prison.

The Creators speak: We haven't actually been able to see this one up and running yet. Judging by the pics it looks like a cross between *Ishar 2* (1200 version) and *Rise of the Robots*. Not wanting to speculate too much, I

collected my thoughts and asked the creators just what Robinson's Requiem was all about. "The game begins with you bailing out of your ship, and into the heart of a dense and hostile jungle. You are equipped only with a survival

kit, which includes many medicines and tools, and a micro-computer secured to your chest to keep you informed of your physiological ability." Sounds great

3D Gouraud shading. Looks good, eh?



Above: Beautiful scenery abounds.

Left: Ooh Lordy, it looks like we're in the wrong game. It's *Jurassic Park*.

already. What's the plot like? Well, apparently you've got to escape from a planet. Sounds like there'll be a lot of different terrain to be negotiated. "*Robinson's Requiem* has a spectacular play area representing over three square miles and ten different sceneries." Ten different sceneries! Oh go on then, tell us what they are, then.

"1) Equatorial, 2) Jungle 3) North American Forest 4) Steep Canyon 5) Creek 6) Extraterrestrial Village 7) Underground passages 8) Potholing 9) Lunar Volcano 10) Graveyard."

What an odd speech pattern. Anyway, all of that in three square miles. Phew, doesn't sound so much like a planet as it does a sort of condensed theme park.

"Whatever you do, only one person will leave the planet"

So far, we've got ten different types of scenery on a planet which has now become a prison to your character. What about the inhabitants of the planet? "Various types of creature inhabit the planet — some will help you, most will definitely not".

There are four types of creature, Animals, Prisoners, Extraterrestrials and Cyborgs. Coercion of fellow prisoners and creatures is a probable course of action.

I would tell you more about (or have the programmers tell us about, more like) the multi-player option where up to four players can take part in the game. Unfortunately, due to unforeseen

circumstances, ie my fax got lost in cyberspace, I can't go into any more detail. I do know, however, that you can opt to co-operate with your chums or try to kill each other. Whatever you choose to do, only one person will be able to leave the planet.

The techy specs sound impressive, too. "Each action will have a soundtrack, down to the smallest details; sneezing, hiccups etc. Locations will have their own sound environment, which will vary according to the context (rain, night etc.)." Fantastic. Tell us all about those graphics, they look like they're pretty special. "The resolution will be 640 x 400 pixels coded on 16 RVB bits. 3D window in CRY-ZBUFFER mode, in order to use the Gouraud shading".

Lord. Wonder what that means. Verdict: Sounds good, looks good and, um, that kind of thing. Should be worth holding your breath for.

● STEVE MCGILL

Above: Gosh it's a fabulous Star Wars style title screen. We like those.

Left: You're rmed only with an on board computer taped to your chest. Here's how you access it.

The greatest international team match in golf



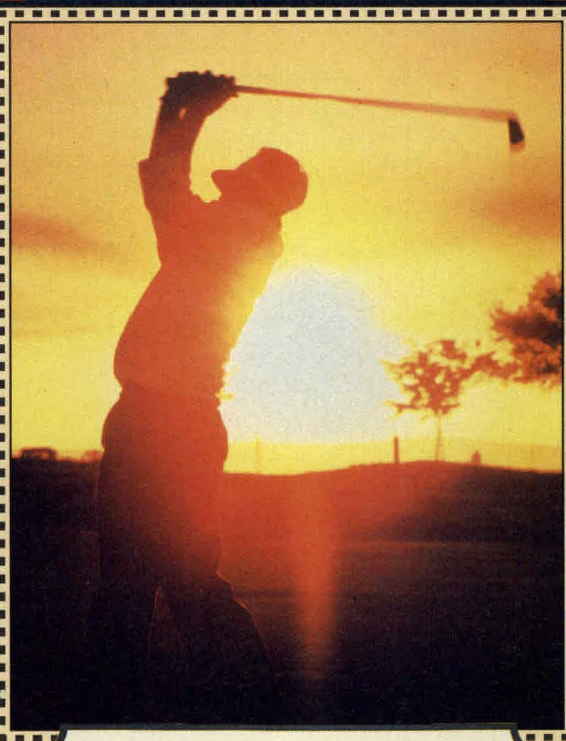
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FIELDS OF GLORY

Game: Fields Of Glory
Publisher: Microprose
Authors: Steve Ramsden, Wayne Smithson, Jim Bambra
ETA: April/May

Briefly: Napoleonic wars have always been a great favourite of tabletop wargamers, and it's easy to see why. Back in the 1800s, soldiers used to wear really neat uniforms, complete with funny hats and brightly coloured jackets, so they always look great once you've painted the little models. Not only that, but military strategy of the time required the soldiers to line up in pretty formations and walk towards each other slowly while they shot each other to pieces. As you can imagine, this sort of behaviour is much easier to simulate in a game than modern skirmish warfare, and I spoke to someone who's done just that (simulate it, not shoot someone to pieces.)

The creators speak:

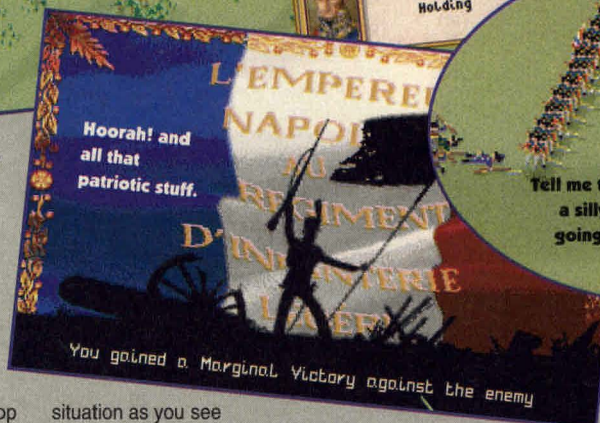
Steve Ramsden's the producer of *Fields Of Glory* (FOG for short) and is in the position of coordinating WJS Design in Leeds, who are working on the Amiga version, with Microprose's Jim Bambra, who wrote the original PC game. He's also a bit of a long term wargame fan, but as he told me, computers have changed the face of the wargame scene quite considerably. "I used to play a lot of board wargames and tabletop battles, but these days I don't have time as the emphasis has moved towards computer simulations. Back in my board wargaming days, I wrote a lot of wargames, including most of the Avalon Hill and SPI hex-based games."

FOG is a real time game, so there aren't any restrictions like game turns and firing rounds, you just adapt to the



"Not only extremely playable, but also incredibly detailed"

The full scale screen gives you a complete overview of the battle, and looks nice too.



situation as you see it. Original designer Jim Bambra puts it like this - "It's the spectacle of seeing ranks of neatly-ordered troops that I like, and what continues to attract me to gaming with miniatures. FOG had to come up with all the appealing features of tabletop wargaming. Troops had to move and fight, so top-

Dead horses feature prominently.

Tell me this isn't a silly way of going to war.

down 2D counters were no good. Instead, I wanted the troop graphics to look like real soldiers,

wearing uniforms as accurate as we could make them."

On the PC version, all this gaming experience seems to have paid off, as the game's not only extremely playable, but also incredibly detailed. The game's entirely mouse controlled, so

changing a unit's orders is as simple as clicking on a unit and then selecting an order from pop up menus, leaving you free to charge your guys once more into the meat grinder.

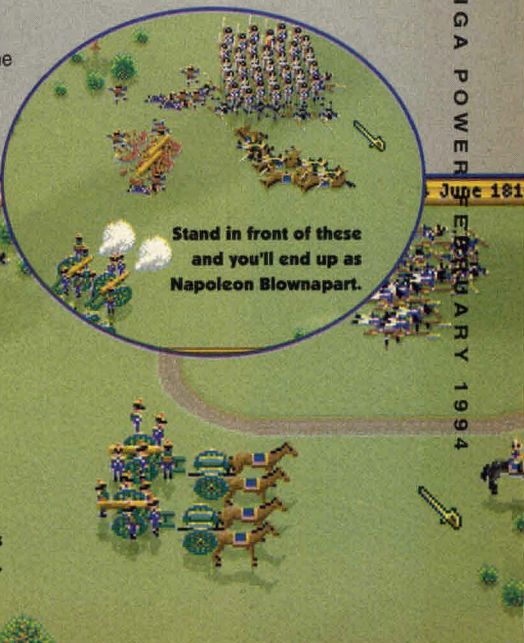
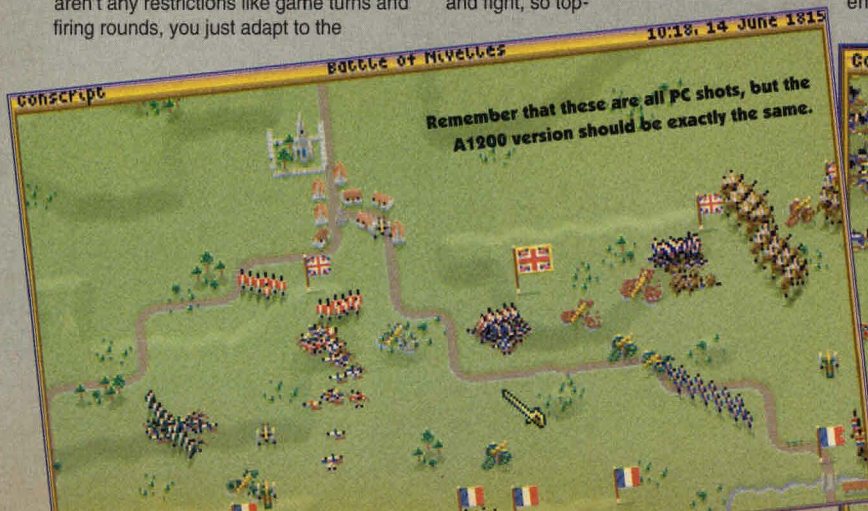
Steve again - "In designing FOG, we attempted to put the player in the shoes of the battlefield general. We concentrated on making the game as realistic a simulation as possible, including all the frustrations of managing troops in combat. The focus is on command at the Brigade level, and the aim was to recreate the fog of war by hitting the player with a constant stream of real time decisions, demonstrating how easy it is to lose sight of the plan when you're dealing with a constant stream of local conflicts. I think we achieved this aim."

As a final test of his wargaming prowess, I asked Steve what he'd have done differently if he'd been Napoleon at the Battle of Waterloo. "To have any chance of beating the allies, Napoleon had to defeat the two armies separately, because Waterloo was won by Wellington holding out just long enough for the Prussians to arrive. In FOG, you can delay the Prussians to see what effect this has. Generally, the British fold and Napoleon gets to regroup and face the Prussians."

Verdict so far: Real-time battles are definitely the future of this generally disliked game format - look at how awesome *Dune 2* is, for instance.

The A1200 version's going to look the same as these PC screenshots, and will retain the same artificial intelligence and battle order system, so barring terrible disk accessing or speed problems, it looks like we're in for another great battle sim on the Amiga.

● CAM WINSTANLEY





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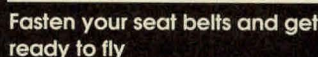
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Tabasco breath. Does that appeal to you?

I once lived in a place where the food escaped.

Okay kids, can you guess where this is?

23

OUT TO LUNCH



Curse of the Pharaoh. Curse of the vegetarian platformer more like.

Game: Out to Lunch
Publishers: Mindscape
Authors: see body text
ETA: Feb 94

Briefly: So what's the point of a preview then? Simple enough, really. We show you some pics of the up and coming game. Wibble on about it a bit and hope that you've been tantalised enough to buy the mag in a month or two to read the full review and see if the game's worth its salt.

The creators speak. You get a press release from Mindscape about their latest platformer. It's not immediately obvious what the name of the game is. You check with Cam and Stuart and double check with the other Steve. You show them the press release and ask them what they think the name of the game is. They say 'Pierre Le Chef' and I say 'that's what I thought. Maybe I'm just stupid, but that makes everybody else in the office stupid by default.'

What are you playing at Mindscape? The headline on your press release implies that the name of the game is *Pierre Le Chef*. I'm sorry that I got it wrong in my fax, but it wasn't my fault, okay?

But hey, I'm a professional, I'll not let it affect my judgement. In fact, in a way it's a good thing. I asked Mindscape quite a few questions that were open ended enough to enable them to rant and rave about how good *Pierre Le...* oops, *Out to Lunch* is. The answers we got were surprisingly muted.

Q: What influences are there in the game?
 A: "Influences could include games like 'Bubble Bobble' and 'Rainbow Islands', anything cute and playable".

In the game, Pierre's got a rival, Le Chef Noir. Cue the next question.

Q: Is Pierre harder than him or does he need to rely on cunning and stuff to outwit his enemy?

A: Le Chef Noir is a rock hard geezer. Consequently, Pierre resorts to dirty

Walk like an Egyptian, and then when he's fooled drop a flour bag on his head.

tactics to see him off. Have you ever been hit on the head by a flour bag? It's not nice.

Hmm, interesting. The Press Release mentioned unique power ups.

Q: Can you let us in on what some of them are?

A: "Flour bags are an effective projectile weapon. Hot Tabasco

breath can toast any rebellious food into submission. The Wooden Spoon is useful for hand-to-leaf combat".

Okay, let's get this right. You've got an enemy trying to disrupt your haute cuisine, and you've got special weapons power ups.

Q: What exactly is the point of all this?

A: The food has escaped and must be captured to set an example to other wayward foods.

Disobedient behaviour will not be tolerated by Pierre, master of all cuisine.

It's all beginning to make sense now. What's more, I can let

you know that all this hot food action takes place over 48 levels spread across six countries. But there are secret and bonus levels as well.

Q: Can you give us a taster on the size of the levels and the secret/bonus levels

A: "Levels are approx 1.5 screens wide by 4.5 high and are of varying complexity. There are five bonus levels and 11 secret levels/rooms.

Platform fans may be excited. Or not. Q: What do you think it's one quality is that will make it stand out from the crowd.

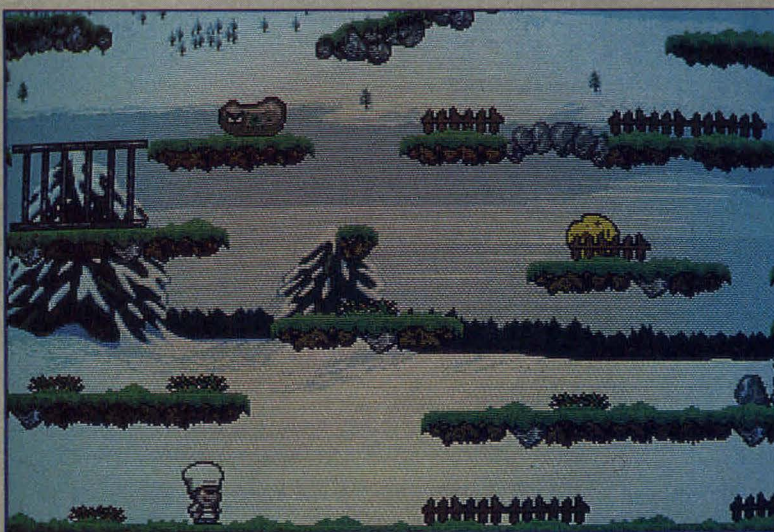
A: "It's the world's first vegetarian game....and it's fun too!"

Verdict so far: The world's first vegetarian game. Is that a selling point for you? Fun, well, we'll wait and see. But it looks nice. But then we always say that.

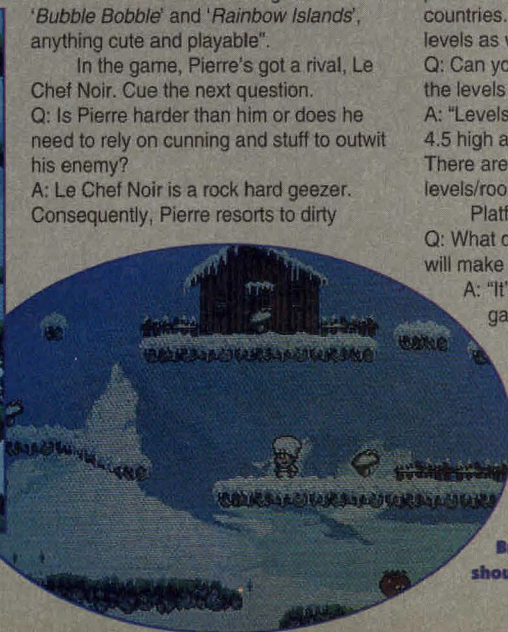
● STEVE MCGILL

Brrr, it's cold. At least the food shouldn't go off. Oh, it just has.

"It's the world's first vegetarian game"



Free market produce is usually the least appetising to those in need of a good game.



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GAMES

JUST WHO DO WE THINK WE ARE?

January, eh? It's a bit of a rubbish month, isn't it? February's got Valentine's Day, March is the beginning of spring, but January? After the very start of the New Year, there's nothing to look forward too except snow, ice, cold and misery. How do the AP team stay cheerful?

STUART CAMPBELL



"I love January", says Stu in that endearingly predictable contrary way of his. "It's the snowiest month of all, which reminds me of the white-capped

mountains of home, plus when I look out of the window of my swish penthouse flat in the morning, I get an absolutely beautiful view of the banks of freezing fog rolling across the arboreal glory of Bath's gorgeous and sprawling Victoria Park. In fact, the only thing I don't like about January is that practically everybody I know in the whole world has their birthday in January, so I've never got any money."

STEVE FARAGHER



"What do you mean, stay cheerful in winter? It's the summer I have problems with, when there's no football", grumbled our new-kid

Production Editor. "And all that hot sun, that bothers me as well. Those long, warm evenings where you can go out for a walk and stay out for hours and only notice that it's going dark at about 11 pm, I can't stand 'em." And with that, he gleefully rode the 12 miles home through sleet and snow on his motorbike. Strange kid, that Steve.

SAL MEDDINGS



Sal's a bit of an animal lover, and her favourite winter pastime is to take a trip to London Zoo and sit watching the penguins for a few hours. "I like watching them, and the way that they waddle," she said, earlier today. "Also, their monochromatic design, with eye-catching

CAM WINSTANLEY



Cam's favourite way of relaxing in wintertime is to sneak up to old people's homes at night and empty buckets of water down their paths, so that

the water freezes and they all fall over and break their hips. Blimey, Cam, that's a bit of a nasty way to pass the time, isn't it? "Well, yes, I suppose so, but their unpredictable and slidey movements when they come out of the door makes for a real challenge as I take aim with my M16/M203 combination assault rifle and grenade launcher." We made our excuses and left.

STEVE MCGILL



"I'm always touched by the plight of the little starving birds during the lean times of winter," started Steve, lulling us into a false sense of compassion.

"There's nothing I like doing more than stretching balloons over the tops of milk bottles, so that when the hungry wrens and blue tits try to peck through the foil tops, their beaks bounce off, giving them whiplash injuries to their tiny, emaciated necks." Oh, those long winter evenings must just fly by.

LISA KELLETT



"Actually, I don't so much stay cheerful as hibernate during the dark months", says normally-bubbly Art Assistant Lisa. "I wrap myself up in

three coats and some fluffy blankets, make 18 gallons of hot chocolate in a giant flask, turn all the heating up to full and don't go outside unless my house is on fire. And even then not until the very last minute."

splashes

of spot colour on the beaks, is a strikingly post-modern counterpoint to today's brash and often over-garish heavily-packaged society. Yes."

JONATHAN DAVIES



"My favourite way to relax in wintertime," opined strong-but-silent type Jonathan, "is to pop round to the Betty Ford Clinic, locate Jackie

Spanton's 'apartment', climb up onto the window ledge under cover of the spreading ivy branches, rattle the bars with a spoon to get her attention, then sit there sipping gently from a can of ice-cold lager and watching her tear-filled eyes gazing wistfully at me as her nose presses up against the window. If I can't do that, I like to look out of my window at birds having a really hard time trying to peck worms and things out of the frozen ground."

DAVE GOLDER



Displaying an astonishingly poor grip on reality, Dave merely stared at us quizzically when we asked him what he did for winter, and slung his 22

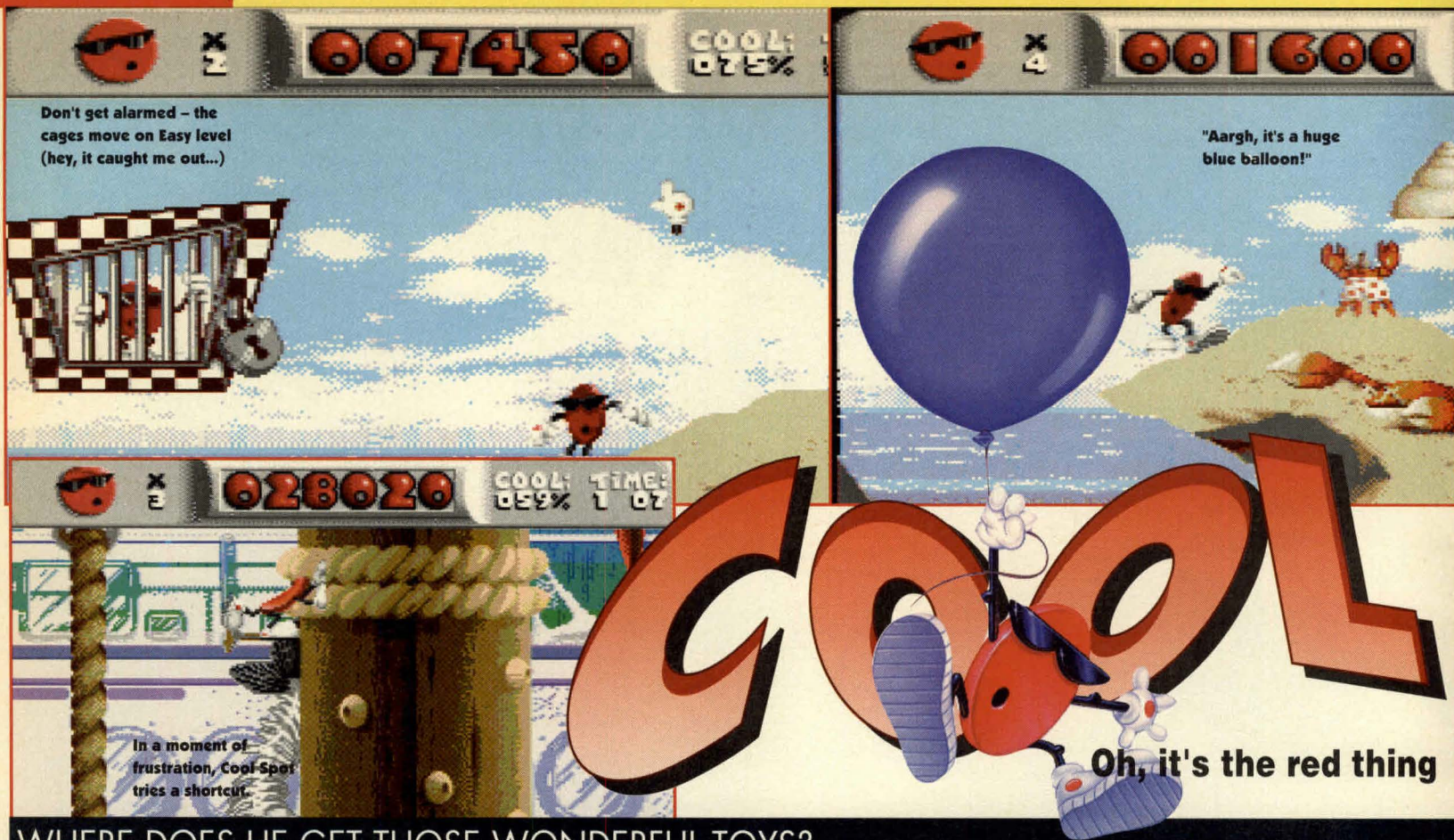
foot brightly coloured scarf over his shoulder. Explaining that since he's a master of both space and time, so there's never any need for him to experience cold and unpleasant weather, he marched off across the office and climbed in a nearby filing cabinet, which he assures us is a lot bigger on the inside.

JONATHAN NASH



"I'm cheerful all the time", said Jon, a man well known for his quaintly optimistic qualities. "I know that however bad things get, or however much snow there

might be – either literally or metaphorically – in my life, I'll still always be able to go back home to my unrivalled-in-the-Western-hemisphere collection of Looney Tunes videos and watch Robin Hood Daffy over and over until I'm fully restored to my normal chirpyness." At this point he recited a few lines of something about a quarterstaff, yelled "Yoiks, and away!", and walked out of the office chuckling happily to himself.



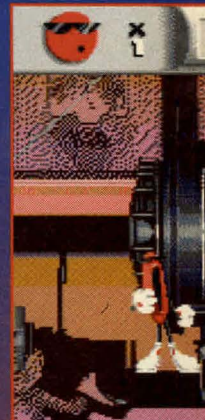
WHERE DOES HE GET THOSE WONDERFUL TOYS?



These shots are actually from two different levels, but they share a common theme, in that Cool Spot gets to play with some big toys.



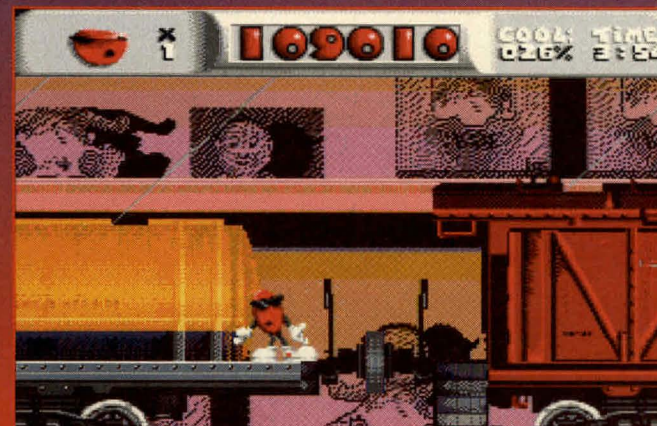
Here, for example, he larks around on a giant fire engine, patrolled by a couple of clockwork Dusty Bin characters from TV's 3-2-1.



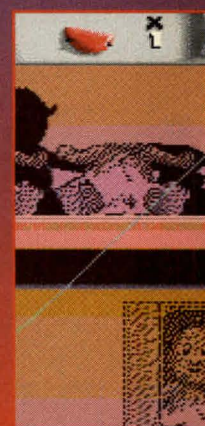
That was a strange show then turned into Ellery C



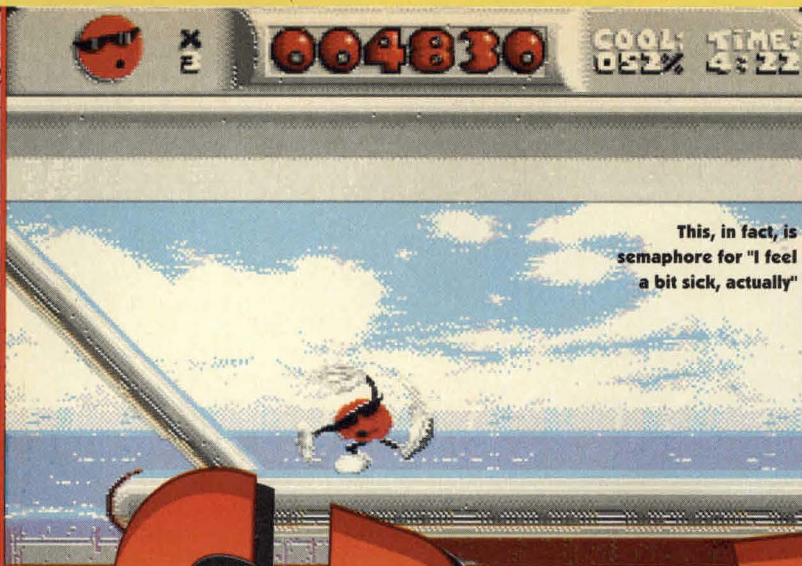
And then at the end of 20 minutes of incomprehensible riddles, the 'winners' ended up going home with a bin, without even the comedy face.



Whereas nowadays, get yourself on Strike It Lucky, say, and you're pretty much guaranteed about four grand just for remembering your name.



Or, of course, on Catch running and still only g



SPOT

off the green can.

Game: Cool Spot
Publisher: Virgin
Author: John Twiddy,
 Teoman Irmak (graphics),
 Andrew Barnabas (music)
Price: £29.99
Release: Out now

Hmm. I'm probably not really the right person for this job. I've played *Cool Spot* so much on so many formats already that I've almost forgotten how excited I was the first time I saw it. I borrowed the Mega Drive version from one of our sister mags, intending the usual 'sit-down-with-the-latest-superhyped-Mega-Drive-game-and-finish-it-in-two-hours' kind of nice relaxing start to Saturday morning that sets you up so well for the rest of the weekend (don't you find?). Late Sunday afternoon duly arrived with the shopping still undone and the metaphorical car still unwashed, and I found myself in the unusual situation of going back to work on Monday and enthusing to sceptical colleagues about the delights of a Mega Drive game. I was totally entranced, and I don't mind admitting it. All

the same, even at the height of infatuation, I knew that this was a personality thing – Cool Spot the character was an absolute star, with his yawning and yo-yoing and cartwheeling antics, while *Cool Spot* the game was all very fine, but ultimately pretty standard

platform stuff. The only vaguely innovative thing about it was that it didn't have any end-of-level bosses, which made a nice change, but also made for a sedate, constant kind of pace.

But hey, let's get back to that character for a minute. Do you want to know how cool

Cool Spot is? Here's how cool. You know

how every video game character under the sun stand at the very edge of a platform, waves their arms around and flaps about until you move them? Well, Cool Spot's smarter than that. Move him to the edge of a platform and he'll wave his arms and flap about for a

second, sure, but then he gets a hold of himself and stops and stands and looks at you as if to go 'Well? What's next? Get

on with it.' He's so cool.

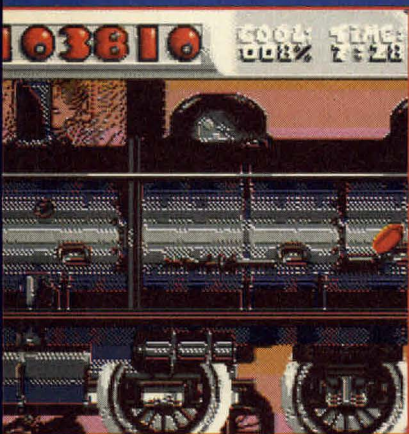
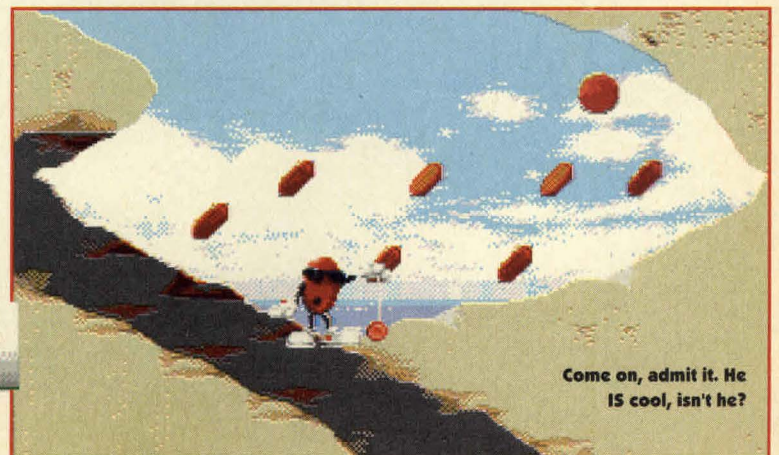
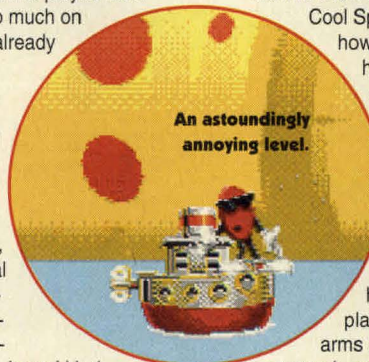
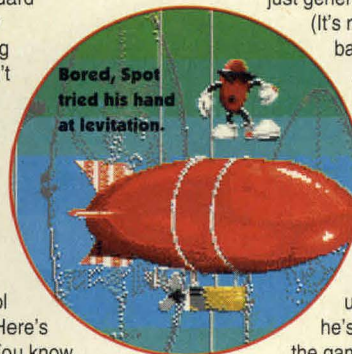
Other than that, you've probably heard all about the wonderful animation on the little red spot dude by now – he yawns, he swoons, he cartwheels, he plays with his yo-yo, he takes off his shades to polish them (revealing a complete lack of any eyes underneath, natch), he brushes himself off when he falls down, and he's just generally completely adorable.

(It's not just him, either – the baddies in this game are some of the loveliest around, from the crabs in their boxer-shorts to the nightshirt-clad cheese-throwing mice and the banditos and coal-miners of the train level.) In fact, it's undoubtedly true that he's directly responsible for the game getting significantly

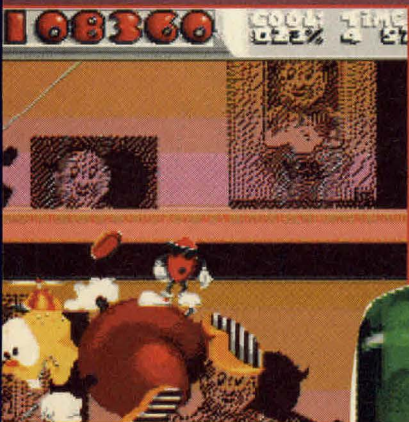
better scores than it really, strictly speaking, technically deserves (as is going to be the case here). And that's fair enough, in my book. After all, isn't the whole point of playing games to make you feel good? That was a rhetorical question, by the way.

FIZZY

Sadly, though, Amiga *Cool Spot* isn't the feel-good game among feel-good games that it might have been, and the main reason is the graphics. If you've seen the Mega Drive or SNES versions of this, playing Amiga *Cool Spot* will give you a



wasn't it? It took an hour to get to the end, even's Whodunnit. Lord, I'm old.



ord where you can win it six weeks half-a-dozen bloody encyclopaedias.





slightly inferior feeling, as garishly-coloured backdrops judder around in a fairly-unpleasant-scrolling kind of a way. The first level's alright, but from then on it all gets a bit disappointing – if you saw our Work In Progress on the game a couple of issues ago, you'll have seen the state of some of the later backdrops, which at the time we were told were still unfinished, but which have turned up in the completed game in pretty much the same state. That's not all that much of a loss in itself (you'll be too busy looking at Cool Spot himself most of the time to

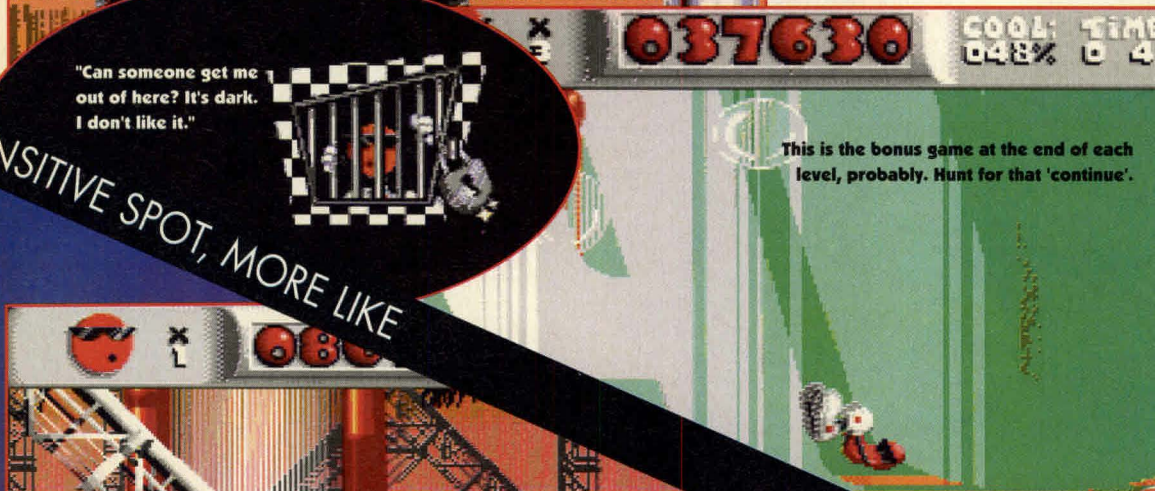
notice the scenery), but coupled with the jerky scrolling it really starts to affect the gameplay after the first stage (level two in particular, if you zip round it at a reasonable pace, is a real eye-waterer). In fact, while the game actually scrolls very quickly, I suspect a bit of slowing down to reduce the effects of the shudder-and-shake would have been overall a more desirable state of affairs. Still, you do get used to it after a while, so it's not a total game-destroyer. Start writing letters to Virgin now demanding an A1200/CD32-specific version, where we might get proper 256-colour backdrops and smooth scrolling, because it really would make all the difference.

**"Pace-wise
Cool Spot's
surprisingly
varied"**

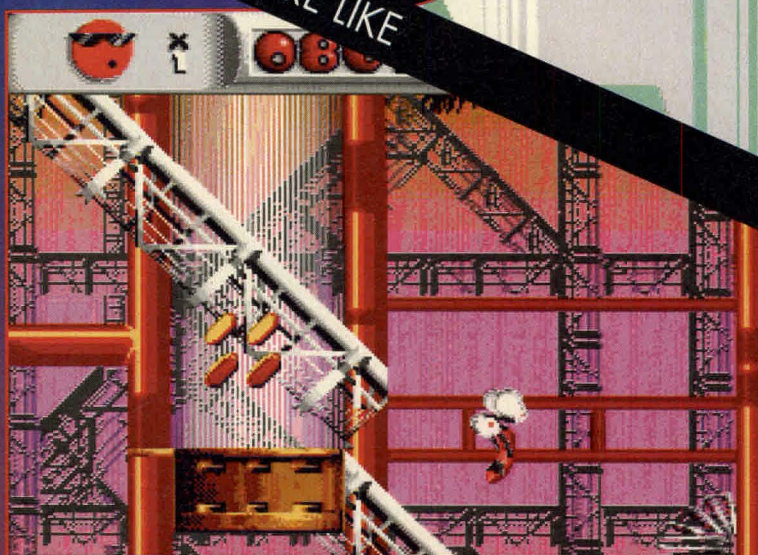
BUBBLY

But enough of such cosmetics – let's talk gameplay. As I've said, there are no end-of-level bosses in *Cool Spot*, which I kind of like. What you get is 11 levels of pretty straightforward platforming stuff, where you have to collect lots of little spots before finding cages containing your imprisoned spot friends. There're three difficulty levels, which mostly just alter the number of spots you have to collect before you can unlock the cage (but also make a few subtle changes to the levels themselves), and you start off with no

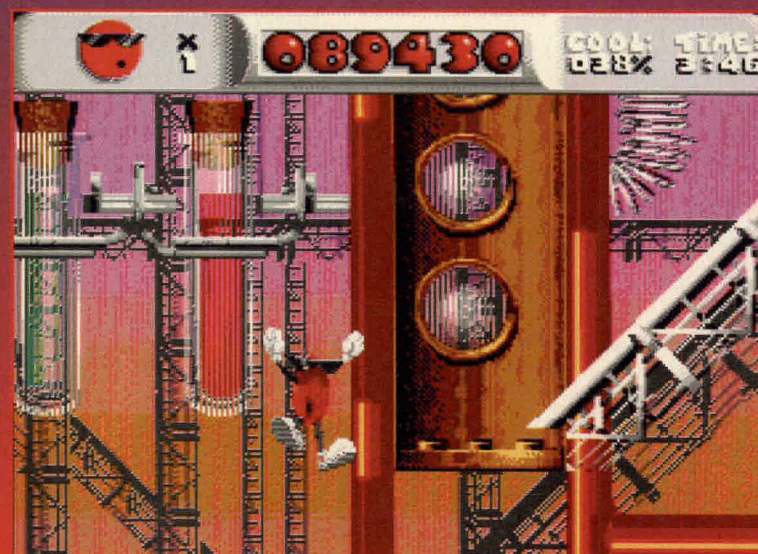
INSENSITIVE SPOT, MORE LIKE



This is the bonus game at the end of each level, probably. Hunt for that 'continue'.



(Left) This is the fastest-moving level in the whole game – you just never stop rolling, plunging, and shooting up vacuum tubes.



(Above) More rail-riding antics as Cool Spot tries out a few more of his plentiful supply of animation frames. Um... I was talking about game shows, wasn't I?

(Left) The thing that really bugs me, though, about Strike It Lucky, is that the questions are always pathetically easy, but all the contestants always just go for two. It's so crap.



continues, which is another pleasant change. To earn extra credits, you have to collect yet more of the spots on each level, which then allows you entrance to a time-limited bonus level where your continue is hidden. You can choose from one-button joystick or two-button joystick control, and have any combination of music and sound effects you like, which wouldn't be worth mentioning if it wasn't for the disturbingly large number of recent games which have failed on even this elementary level of presentation competence. (And while we're on the subject, yes, *Cool Spot* DOES recognise the presence of extra disk drives. Phew.)

SPARKLING

There's not really a great deal else to be said on the matter, save perhaps to notice that while at the very start the pace of the game might seem a little sluggish (though no slower than any other version), it's a bit of an illusion – it very quickly gets more than busy enough for all but the most

pointlessly diehard speed freak. Indeed, pace-wise *Cool Spot*'s actually surprisingly varied – on the one hand you get levels like the paddling-pool one, where you have to pick your way across the sky very very carefully and slowly over collapsing flying-saucer platforms and treacherous curved surfaces (and if you fall off you invariably land right back down at the bottom of the level, if not actually in the deadly water, which is intensely annoying), but on the other hand there're stages like the Rails, where you're

constantly careering up and down a series of ramps and lifts with no flat bits to stand and draw breath on at all. And of course, you've got to balance your playing style between racing to the end of levels as quickly as possible to minimise the danger, and exploring them painstakingly to find every last



spot and earn those elusive bonus lives and continues.

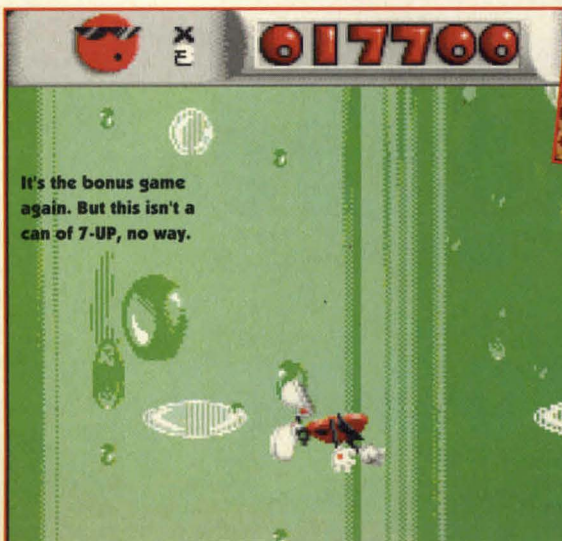
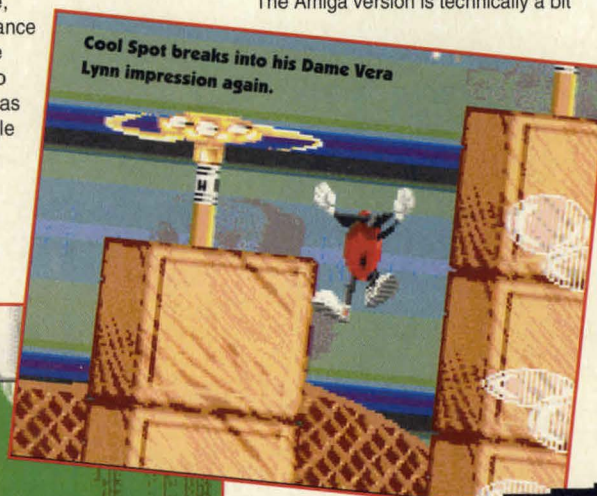
POP

Oh, and I haven't actually mentioned the sound yet, which is a bit slack of me – it's really smart, with very groovy tunes, fizzy and crackling effects and a great line in squeaking from Cool Spot himself. I especially like the scratchily raw version of 'Wipeout' on the title screen and the Western-style Bonanza-ish track that accompanies the train level.

Really, though, that's it. *Cool Spot* is a very standard platformer with a few nice touches and a fabulous character. The Amiga version is technically a bit

crap, but not to any crippling degree. It's reasonably difficult but not enormously so, and it's just interesting enough to keep you playing all the way through. Apart from that, I haven't got anything to say about it (I'm kicking myself for giving it four pages, if the truth be known). So I'll stop.

● **STUART CAMPBELL**



UPPERS Fabulous music, gorgeous animation and undoubtedly the coolest character ever to star in a video game. A halfway-decent level of difficulty, and no bosses!

DOWNERS The jerky scrolling can get to be quite a problem eyesight-wise after you've been playing for a while, and it's a shame that the backgrounds aren't as pretty as the console versions. A slightly odd ordering of the levels means that you get to play some backdrops twice before you've seen some other ones at all.

THE BOTTOM LINE

A smashing platformer with loads to love, but it lets itself down a bit on the technical side. You'll still be playing it for weeks, all the same, and having a good time doing it.

85 PERCENT

THE BOTTOM LINE

No sign of a 32-bit version yet, but it could cope with smoother scrolling and full-coloured backgrounds, so let's hope so.

Racing games. The battle is well and truly on if it wasn't on before, and it certainly was.



important that you get an idea of what makes *F1* so good; it lies somewhere between the simulation of *F1 GP* and the arcade play of *Lotus 1&2*. With a few exceptions, it manages to synthesise the best parts of both these games and present them in a new and exciting manner. Feel your joystick fingers twitching yet? I certainly hope so.

GEAR CHANGE

Unlike *F1 GP*, with *F1* you can dive straight into the cockpit and start racing. Options-wise, everything's here; joystick selection, level of expertise, type of race etc. But you'll find that out for yourself when you buy the game. Listing everything would take up valuable game criticism space, after all. Just take it from me on trust that the options screen is comprehensive and easy to use, okay.

The first thing to smack you in the windscreen is the speed that *F1* runs at – it's truly breathtaking. And that's just the A500 in normal mode. There's also a Turbo mode which, when running on an A1200, is so fast it feels like a high impact collision in the solar plexus. Hhhhhnnnnngggghhhh. The real beauty of all this speed is that control of the car is not sacrificed. Okay, rather disappointingly, it's up-to-accelerate only, no choice otherwise. Sad really, too – look at *Lotus 2's* control options for example. After a while, up-to-accelerate starts to get very painful with a wrist controlled joystick (RSI anybody?) This is offset, slightly, by a really nice touch which I haven't seen in any driving game other than *Vroom*. The nice touch? You want to know what it is? Oh alright then.

FOOT DOWN

One of the annoying things about driving games, and this holds true for *F1 GP* as well, is that when using a digital joystick and driving round a large curve, you have to keep compensating for it with the joystick. You know the sort of thing; full lock on, off, full lock on, off etc.

Hardly conducive to the 'feel' of driving. Happily, this isn't the case with *F1*. If you're on a long or moderate curve, so long as you've chosen the correct line, the car will follow that curve and automatically straighten up when you hit a straight. 'Fantastic!', (and other sycophantic adulations of praise), I say. It's like having the precision control of an analogue joystick without that type of joystick's potential sluggishness, and it's a real boon, especially when overtaking. It also eases the extra strain that having to steer while accelerating extracts from your wrist or thumb.

Now that the intuitive control system has been dealt with, how does the game play, what are you meant to do, why would you want to do it and when are you going to get fed up of playing it? (who says we don't ask searching questions in

Game: F1
Publisher: Domark
Authors: Chris Johnson
Price: £25.99
Release: Out Now

Here at the AMIGA POWER starting grid, we're putting *F1* from Domark through its paces. A game absolutely unique, except for *Vroom* before it, which was virtually identical.

Yup, that's right, with the exception of a few additions and tweaks, *F1* is basically a re-release of *Vroom*. Domark have rather sportingly said so on the back of the game box, "Important notice; an early version of this game has already appeared as *Vroom Multiplay*".

What is it with driving games this month? Is the repackaging a marketing ploy? Are they trying to rip us off? Have they run out of ideas? Thankfully, the answer to all of these questions is a resoundingly raucous reverberating no.

Vroom sold very few units. The biggest tragedy ever in gaming history, perhaps. Domark, sensing that justice had not been done, have taken the basic game engine and tuned it (This better not be the start of a series of excruciating car puns or there'll be trouble. – Ed). Made it more accessible, given it more options and playability than before. And oh my, golly gosh and other euphemistic statements of incredulity and wonderment, they really have constructed a championship winner.

If you've read the review of *Vroom* which appears in AP12, please excuse me for repeating the following, but it's

"The speed that F1 runs at is truly breath taking"

The speed of a Formula One car is very fast, and a fast has no nutritional value. So what are you doing playing a race game instead of eating you silly thing.

And it's Steve McGill in front of everyone in this race except for the two in front of him.

There aren't fifty two of them. It's not a card game so why are you still shouting "Look out for the bridge?"

FEBRUARY 1994

AMIGA POWER





We're on the starting grid now, and there's enough Ferraris there to eat a plate of spaghetti.



AP? I'm not going to answer them, but at least I know how to ask them).

The original *Vroom* had six tracks to race on. *F1* is twice as good in this respect – you get 11 tracks to race on. Ho, ho, my little joke (I think). No, you do indeed have 12 tracks to race on. I'll not list them (check the boxout) because that caused me all sorts of grief when I wrote the preview in AP32. What's more, you can enjoy driving on these tracks in any of three modes.

In Arcade mode, you have to overtake an increasing number of cars in order to qualify for the next race. The first quota is seven cars over seven laps, the next is ten over seven laps and so on.

ACCELERATION

Try the Arcade option out first. Unless you're some kind of ballistic autistic statistic, you probably won't get too far on the first couple of shots. Do not worry, Domark is here to help. Thoughtfully, they've included a training mode. Do I need to expand on this one? Good, I didn't think so. Use it for practising different tracks. Especially useful when preparing for Turbo mode, which narrows the screen down a bit but bumps the speed up from 'frightening' to 'OhmyGodit'scoring righatmelcan'thandleitHELP!'

Lastly is the meat and two burgers of the game – the GP racing section. Again, the helpful options screen thrusts in with a supercharged fuel injection of choice and user selectivity. You can save the game after any race using the function keys. Pretty useful, if only to impress your friends with your top qualifying times and performance.

Now, as it stands, you may just have picked up the vibe that I think this game is rip-roaringly funky. You'd be right to think so too. The real cream on top of the pie however has yet to be mentioned. It's not startlingly innovative or even original, but it is an inclusion of a function which was conspicuous by its absence in *Vroom*. Yup, it's that all enjoyable split-screen mode enabling you to take on your mum, dad, girlfriend, boyfriend, brother, sister, dog, cat, budgie, granny etc etc.

FLAT OUT

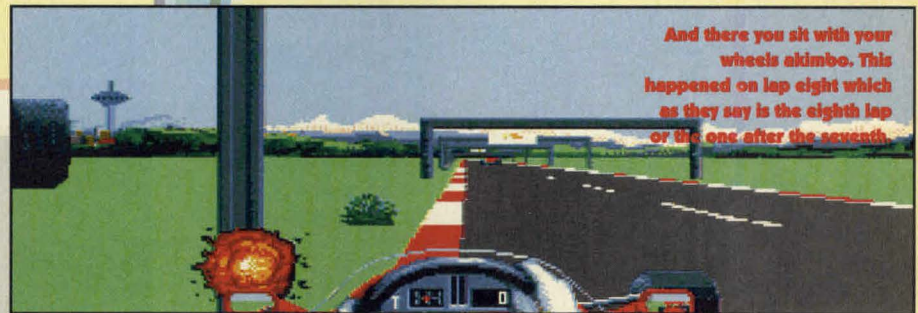
Let's not be too unfair to *Vroom* however. It did include an option for linking up with another Amiga. While in my opinion this is undoubtedly the best way to experience



In Turbo mode you can't see a digital clock because there isn't one. But you are absolutely ahead of the field except for that car there in front of you.



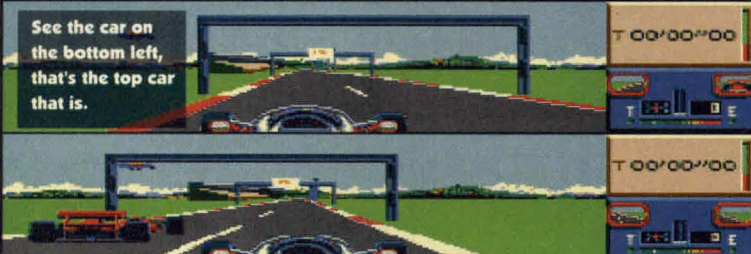
And there you sit with your wheels akimbo. This happened on lap eight which as they say is the eighth lap or the one after the seventh.



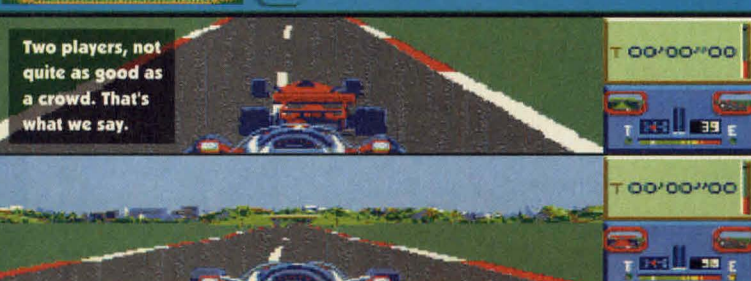
With two laps to go, then the action will begin, unless this is the action, which it is. Time's against you and time as they say is the root of all evil.



See the car on the bottom left, that's the top car that is.



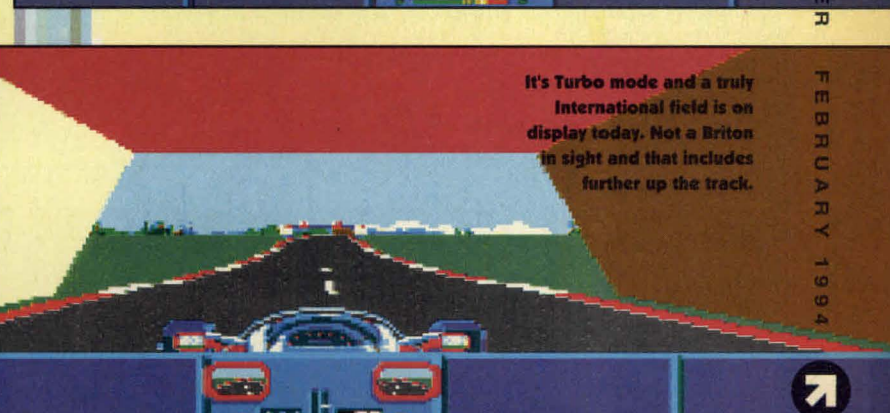
Two players, not quite as good as a crowd. That's what we say.



Turbo mode. The only way to race. I've been saying this both pre-season and before the season started.



It's Turbo mode and a truly international field is on display today. Not a Briton in sight and that includes further up the track.





It's fast. It's not slow. It's Brazilian which means it isn't Argentinian.



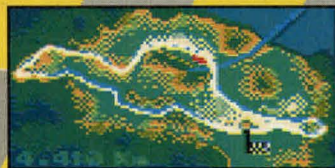
Okay, okay. I can't match the pattern of this one with those in the manual.



It's Spanish, Freddy Mercury sang about it. It's Barcelona Ole.



Fast tricky street circuit. Look out for any stray Princess Stephanie's.



It's so boring it could only be from Canada. Whaddyaknow, it's Montreal.



No, it's not Immac-Rollon. It's Castelet in France, which means its French.



Silverstone, and I've suffered an anxious moment among many here.



Hockenheim. I'll never race there again unless I race there again.



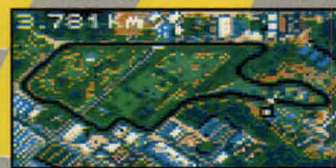
Spa in Belgium. Apparently they're Belgian from their feet to their hair.



It might look rude, but then again it is Italian and they like funny shapes.



In Portugal, the racing carries on very much as normal; TV cameras blazing.



Adelaide. Believe it or not, going fast here can make a difference.

race games (you don't have to huddle around a single monitor and the screen isn't reduced in size), it isn't always practical. Therefore, overall, the split screen is the better option. Sadly though, for reasons known only to themselves, Domark have dropped the link option in *F1*. Two's fun, but four's a crowd (or something like that). Knowing that you're racing against someone competitively always heightens the senses. Imagine racing against three other people at the same time; sensory saturation overload, competition heaven and, well, you get the idea, er, don't you?

DECELERATION

Before I start winding up, drawing a comparison analogy and giving you my final conclusion on *F1*, it's compulsive that some more space be given to the Turbo feature. ('Compulsive'? - Ed)

It runs around 33% faster than Arcade mode on the standard A500 giving a full 25 frame update rate. The cost, of course, is some slight graphical loss, ie they've compressed the screen a bit and cut out some of the extraneous scenery (but not so that you'd notice). Even more impressive is the fact that you get a full 50-frame update from an A1200. I defy anyone to say that Turbo mode racing is easy and mean it, especially if Expert has been selected from the difficulty options. Yes, this racer may be the only one you will ever need. The competition looks decidedly pale beside *F1*.

As you'll have guessed by now (and if you haven't you



Well if you decide to count the options that the fabulously friendly options screen you're going to need more than one hand or even two hands. Now that's a lot of hands.



must be pretty stupid), this is a three page review. 'Fantastic!', I said when given the orders by Stuart (it pays to sound enthusiastic). Three pages means that there's plenty of room for some hard information and quite a bit of trite as well. You'll never guess where we've

reached now; Ha Ha Ha.

In my virtual life, ie. the one outside of AP towers (sometimes, in lucid moments it seems almost real) I had a 750cc powerhouse of a motorcycle. It's destroyed now, unfortunately. It had identical performance statistics to a Lotus Esprit Turbo. Big deal? Stay with me - this is important if I'm to convey just how good *F1* is compared to the competition.

You know the kind of guy who drives an XR3i, XR2i, or a Peugeot 205 or whatever (usually it's their dad's car as well)? These guys think they're fast. Quite frankly, they're not. They're boring. They think that a slight compression of their body into a bucket seat is tantamount to acceleration. They're slow in the head as well as dangerous. 'Contemptible' and other adjectives of snobbish biker-in-the-know derision apply.

My bike's performance was like a retro-thrust afterburn kick in. It could accelerate so hard that I had to use all of my physical strength in a kinaesthetic depletion exercise just to hang on. Frightening slightly, exhilarating definitely. Now I'm not going to dwell on this too long. After all, acting like that all the time on a motorbike is neither big, hard or clever (*Natch*. - Ed). But it is fun.

RACE OVER

So now to the point. *F1* is a real performer. Just to make sure my conviction was 100% behind what I have to say about *F1*, I pulled out a whole load of other racers and played them again. Among them were go-faster stripes like *Nigel Mansell*, *Lamborghini Challenge*, *Lotus 1&2*, *Crazy Cars 3* etc. Now, I'm not going to name names, but truly Domark's *F1* is a Formula One game. The rest verge on being XR3's

to plain old 1100 Fiesta's. There were even a couple of Fiat 126's in there, as well as a Sierra Cosworth 24 valve (*Stop this now*. - Ed). Not one though was capable of matching *F1*'s performance. The same story applied with my bike when people in cars thought they could race me. Eat my diesel, encrusted tarmac slacker.

Hopefully, I've conveyed just how good *F1* is. Don't make the same mistake that people originally made with *Vroom*. Buy it now, if not sooner.

On the starting grid of disks in my disk box, *F1 GP* is just hanging on to Pole Position. Domark's *F1* is 0.9 of a second behind. And as they say, that's less than one second.

● STEVE MCGILL



UPPERS Speed. Controllability. Gameplay. Perspective. Finish. Quality.

Competition play. Worth buying a Quickjoy foot pedal joystick for. This is the best racer of this type on any platform. You should have seen the Nintendo staffies gasp at the speed. Cornering is more forgiving than the original *Vroom*. Still plenty of scope to crash though. Difficulty levels and Turbo mode ensure that this game will take a long time to master. 12 tracks to race on is plenty.



DOWNERS Up-to-accelerate only is a bummer, make no mistake. When you change to a different mode in the options table, you've got to reselect the joystick/mouse option. Not as colourful as some racers, but I'm clutching at straws for downers now.

THE BOTTOM LINE

Even if you've got a thousand racers, *F1* is still an absolute essential for your collection. It's exciting enough to rope in close friends and family etc who aren't even interested in computer games. A veritable diamond among much compressed carbon.

90 PERCENT

THE BOTTOM LINE

What can be said? **A1200** *F1* is so fast that all the old cliches about adrenaline pumping etc. just don't apply. It's much, much more exciting than that. *F1* will nototropically (*Look it up. I had to*. - Ed) accelerate your brain.

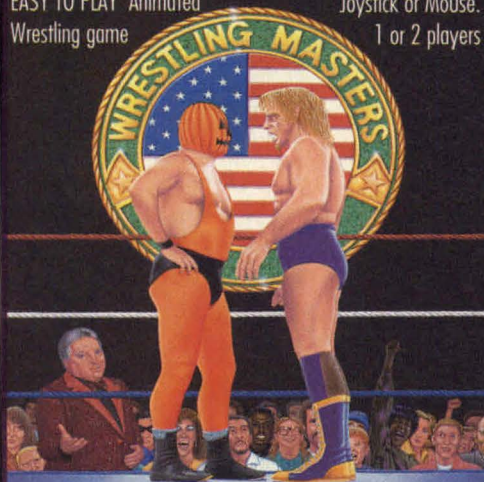


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PROFESSIONAL FOOTBALL MASTERS 4

Quite simply the best Football management game for your computer. We have served thousands of satisfied customers during our 4 years of trading. Over 10,000 man hours (during 5 years) has been dedicated to the production of this constantly improving game. It is one of the most realistic and accurate representations of a professional football managers annual challenge to tactically out wit and conquer every opponent. Managers: 1 to 4 Human players, Ratings, Performance statistics, sack and offers. 3 Difficulty levels, Manager of the month and season awarded, Pools, Pick any team in any division to begin with. League & Cup: Premier 22 teams, Division 1, 2 & 3 have 24 teams, Play-offs, Tables. 7 Cup competitions with precise rules (2 legs, extra time, away goal rule, seeded draws, European Cup tables, 5 subs, non-domestic player restrictions etc.), Finalist route to glory. Games: Yearly fixture/previous list, Week fixtures/results, Results from previous meeting with opponent (goes back up to 6 seasons).

EASY TO PLAY Animated Joystick or Mouse.
Wrestling game 1 or 2 players



STABLE MASTERS V2

This game has been designed to be as close to real racing as possible. Five years of development by a clever racing expert has led to the second revision of this Flat Horse Racing Simulation. Up to 4 players can participate as Owner Trainers with the primary objective of becoming the top rated trainer, in respect of prize money won, at the end of each racing season (March to November). There are up to 35 other intelligently controlled computer trainers to compete against and compare your personal performance. To achieve this aim you must discover a potential champion and train them so that they become capable of competing well and winning any of the 47 big prize money races (Handicap and Group). eg. The Derby To give you an idea of the tools provided in this game to assist you reaching your objective we have listed the main features below:-

- 250 horses each with over 60 independent variables.
- 26 different race courses (2 all weather), real life characteristics mirroring the diversity of racecourses in the UK (descriptions provided).

Players: Real life statistics reflecting the start of 93/94 season with real positions, height, age. Live transfer market, Contract & wage negotiations, Preferred foot (left/right/both), Loans, Injuries, Training, Special talents, Trainees, Goalkeepers (separate skill categories), Defenders, Midfielders, Attackers & Utility, Retirements, Foreign transfers, Unhappy players, Top 10 Hot shots. Team: Training, Tactics (15 different styles), Aggression, Formation allows specific player field settings (Left winger, Sweeper etc.). Club: Sponsorship, Ground improvements, View opponent, Finances The Match: Real time scoreboard reporting goals & injuries yellow/red cards, Sound effects, Interventions permitted at any time to change tactics, formations and make subs. Physical graphical penalty participation (optional). Over 80 different referees. Other: Fast load/save, Printer access, 20 Options to set various game preferences, Instruction book, Easy to play, Technical support. Plus: Over 100 other meticulous refinements impossible to list here. Editor: Allows you to amend various items in saved games. £12 Extra Scottish: Dedicated version details available upon request.

CRICKET MASTERS

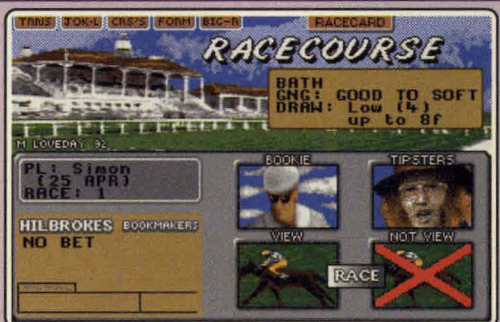
This is a purely managerial cricket manager game that concentrates on strategy and includes plenty of relevant statistics. The game has been designed and developed by a true fan of the sport. It replicates everything that a real manager has to contend with and it's a totally unique production that anyone with an interest in Cricket should experience. A summary of the main features is shown below:-

- AXA EQUITY & LAW 18 league county teams, 50 overs per game.
- 4 Cup competitions including Benson & Hedges, Nat West.
- 20 different match umpires with accurate names and strictness.
- Accurate player details Surname, height and age.
- 27 different player attributes. Most skills have a direct impact on the effectiveness of each individuals actions during a simulated match.
- Easy player selection. All game text is clearly presented.
- Batting and bowling averages. Top batting and bowling tables.
- 3 Different training intensities to boost batting, bowling or fielding.
- Weather, pitch and light often make an impact on ground condition.



Full match highlights let you watch the action ball by ball with full graphics and/or realistic sampled sound effects for significant events (Fours, Umpire decisions, etc.). Interventions are permitted at any time to change batting tactics or fielding placings.

- 3 Batting/Bowling classifications (Normal, Attack and Defend).
- Choice of 15 different field placings.
- Full scorecard results with best batting and bowling figures.
- Other staff (Physio, Groundkeeper, Scout) can be hired and fired.
- Annual league fixtures listing. Current week and last league results.
- View current cup competition draws and historic records.
- Real time transfer market. Player contract and wage negotiations.
- Sponsors, Printer access, Finances, Poor ground fines, Manager rating.
- 15 Options to alter game preferences, Load/Save game.
- Instruction book with plenty of examples.
- Plus many more fine details that we are unable to list here.



- 20 Jockeys who vary in ability and booking fees, Orders & Feedback.
- Formbook and Win Summary Cards cover the previous 200 races.
- Animated race display or just the result. View Declaration List for races.
- Very informative report by Head stable lad. Tipsters. Bookmakers.
- Racecards similar to racing press. Real life. Handicaps & Race Types.
- Viruses, Injuries & Vets. Load/Save game. Many other items included.

Version 1 is available upon request (Simple training & betting) @ £15.

ORACLE

Open National Tipping Competition 1991: Organised by Racecall, regulated by the Tote, this program achieved joint second. This led to a serious approach from a well known national book maker. Rejected in favour of supporting the public. Winnings Statistics: 104 wins out of 166, as from 2/6 to 1/9/93. Formula: This program tells you exactly what to do. You are NOT permitted to amend our system unlike so many other similar programs. How confident can you be in something that invites amendments! Research & Development: Three years full time race analysis and experimentation to refine and test the prediction system. Inside Knowledge: Plenty of unique hints from contacts in the know. User Friendly: No racing knowledge required, easy to use, tutorial book. Restricted Sales: As soon as our programs predictions have a prolific impact on the betting odds we will stop accepting new buyers. Monthly Updates: Highly recommended option. If any update fails to break even we'll send the next one free of charge. From £25. Price Increase: Highly likely. Buy now before success forces increase.

World Cup Cricket Masters

A fantastic graphical and/or tactical representation of Cricket that has been completely written by a traditional fan. You can physically participate with batting and/or bowling or leave it to the computer to automatically handle. See full feature list below:-

- | | |
|--|---|
| GAME OPTIONS | STATISTICS |
| • 1 Day limited overs or test. | • Scorecard & bowling analysis. |
| • White or coloured clothing. | • Weather and ground reports |
| • Three Cricket grounds. | • Wagon Wheel |
| • Load/Save game. Skill levels. | • Manhattan Chart. |
| • Computer/Human players. | PLAYER VARIETY |
| ANIMATED ACTION | • Rated on 8 adjustable factors. |
| • Sound Commentary. | • Left and right handed players. |
| • Umpire signals. | • Range of batting types. |
| • All the strokes cut, pull, drive, etc. | • Editor to amend game stats. |
| • Appeals, dropped catches, run outs. | • Bowler types include seam, |
| • Bouncers, wides and no balls. | swing, change and both types of spin with 8 speed levels. |



- FRIENDLY CONTROLS**
- Icon driven with point & click.
 - Large 3D scrolling screen covering the entire playing area.
 - Mouse controls bowler's line, length, direction field settings.
 - Joystick control of batsman's attack level, strokes and running between wickets.
- VARIABLE CONDITIONS**
- Surface and pace of pitch
 - Rain, bad light, cloud cover, temperature and humidity.



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Although Bubba's definitely stupid, he's a raging Einstein compared to the idiotic alien hunter.

What sort of simp could possibly miss with a lazoid blaster at point blank range? This sort of simp.

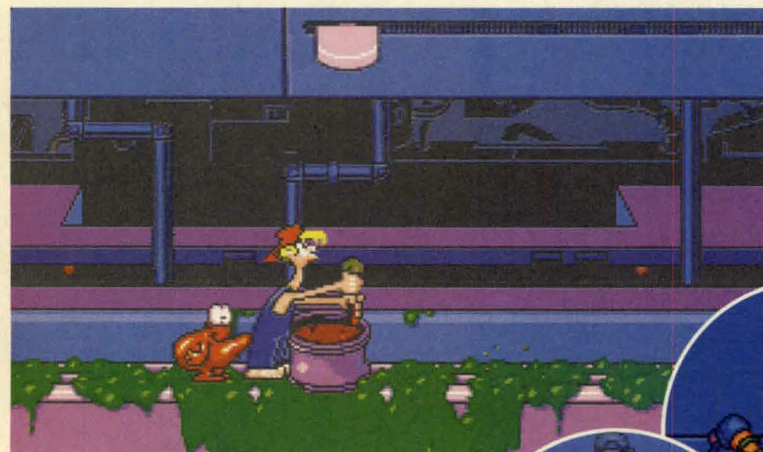


By far the wackiest levels are the against-the-clock bonus ones, which Bubba enters by getting sucked into this small hole. Stranger than a strange thing, or what?

BUBBA 'N' STIX

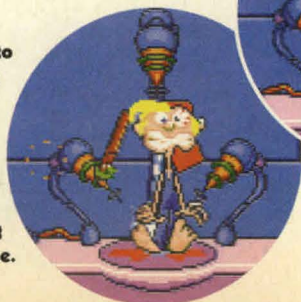


These two cheeky little chappies will happily natter to each other until you turn up, and then they clam up and eye you suspiciously. They're also vital to progressing. Somehow.



Stirring the food makes it palatable for the monster, who dives in, making an impromptu trampoline. Strange.

Teleportation's vital to complete one of the levels, but as you can see, it's not quite as simple as those Star Trek people would lead us to believe, but still more fun than travelling on the London Tube.



Game: Bubba 'N' Stix
Publisher: Core
Author: In house
Price: £25.99
Release: Out now

Until now, there's been a noticeable gap in the market for a video game that stars a moronic inbreed from the deep south of America, the sort of place where technological progress means that telephones and refrigerators are now regarded only with suspicion rather than fear. This deficiency is understandable, seeing as moronic inbreeds are constantly given negative coverage in films such as Deliverance and Angel Heart, but Core Design have finally taken the brave step of introducing a character who could walk into a small room containing both his grandparents, four cousins, two brothers in law, a nephew and three aunts, and still be looking at just five people. Yee-haw.

That's not the only innovation from this Derby-based programming team though, as they've managed to include not one, but two minorities that have constantly been overlooked in favour of cuter characters such as hedgehogs, frogs (Frogs? - Ed) or ducks. I am, of course, talking about small sticks, which I've long considered to be an obvious choice for computer immortality.

STUCK UP

You're not convinced? Okay, think about how many times sticks have played an important part in human history. At the beginning of 2001 - A Space Odyssey, was it not a stick that the ape man used as a

weapon, therefore launching humanity on its destructive course of technical progression? (Well actually no, it was an animal bone - Ed.) And the Battle of Trafalgar, that famous sea battle that changed the course of European history. At the decisive moment, didn't Admiral Nelson raise his telescope to his blind eye and utter the famous lines "I see no sticks"? (Once again, close but no cigar. Nelson was busy dying as the battle reached a crescendo, and he said that line months if not years earlier. Come to think of it, I don't remember him mentioning sticks even then - Ed.) And then of course, there was Twiggys the sixties supermodel. (The words 'you're', 'fired', 'you' and 'git' spring strangely to mind - Ed.) Need I say more?

1001 THINGS TO DO V

You might think that the only good stick's a dead 'un and that apart from whittling and making matches, they're pretty useless items, only good for throwing for your dog, but you'd be wrong. Sticks are quite literally lifesaving essentials, vital for space travellers everywhere. Prepare to be amazed as Stix dazzles you with his twig dexterity.

Pushing Stix into a hole provides a handy, but temporary platform.





Looking much cuter than dull stars or coins, these bonus points just sit around.

So now, a half-witted dullard redneck delivery man has teamed up with the world's first arborial super hero for the most explosive cretin/tree duo since, er... Since, um, well since the last dynamic moron/plant duo you saw. Oh yes indeedly.

LITTLE ACORNS

The silly story's actually vaguely relevant to the game this time, so here goes. Bubba's in the act of delivering something to the middle of the Bayou swamps (or something) when he's kidnapped by an alien zoo collector. Due to some mix-up, he's dropped off on a planet by mistake, and has to make his way back to Earth, avoiding the incompetent hunter in the process.

Thankfully, while Bubba's as thick as two short planks, his friendly alien stick's a much sharper cookie, giving Bubba the edge over his enemies. Well, I did say vaguely relevant, because although it's a very, very silly story, the alien head hunter turns up quite a bit along the way.

What looks like another linear platform game turns out to be a rather fiendish arcade puzzler, as more often than not, your path's blocked by some sort of physical obstacle rather than a baddie. That's not to say that there aren't any baddies, because there's millions of them, it's just that they're usually done in by a swift beating administered by Monsieur Stick. No, it's the puzzles that halt your progress, and although they're actually quite simple in theory most of the time, they take a lot of tries to get right. This is



To pacify the milk monster, you need a milk bottle, which obediently follows you.

both a good thing and a bad thing, as you feel great when you finally manage that difficult tip/flood/switch/run combo, but it can also be massively frustrating when you know exactly what you need to do, but JUST CAN'T DO IT! AAARRRGHHHH!

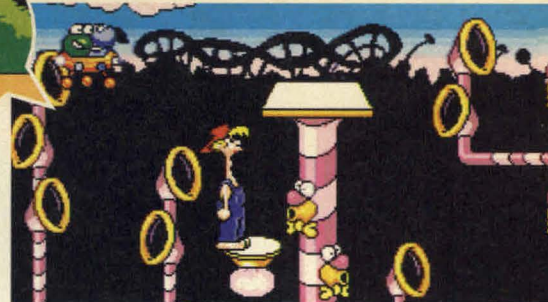
As you've probably worked out by now, Bubba's just an amusing vehicle which allows the brains of the team (ie Stix) to get from one location to another, so it follows that most of the clever stuff's done by the stick. This is the real meat of the game, and what makes it stand out head, shoulders and extremely long, skinny neck above any other platformer. Stix is a bit of a cool character, with his Beatles mop of green hair and his skinny little brown bod, and he's ever so useful for all manner of actions from blocking holes to balancing with and standing on.

MIGHTY OAK

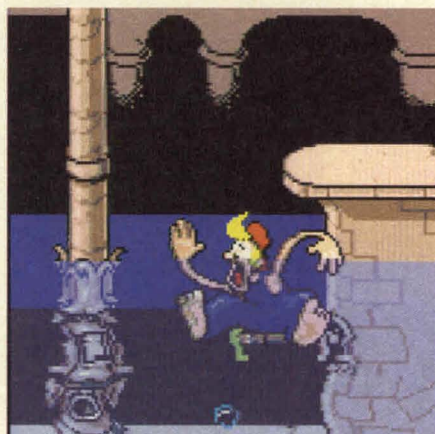
Now before you say "But hold on, I have in my hand an ordinary, un-animated, non-alien twig from a nearby wooded area. It can also be used for these actions, so how come someone hasn't made a game about me?" I'll pre-empt you by pointing out that Stix is an alien stick, and capable of a couple of rather special acts. For instance, when Bubba throws him, he spins round and make his own way back, so if you throw the stick away and set Bubba running off in the opposite direction, you can inflict quite a lot of damage on baddies as Stix rattles his way down corridors. You can also wedge Stix into a hole or something, and then call him back by pressing the fire button,



If you run up to and catch the bonus thing on the wheel, Bubba gets transported to the very odd bonus level. Hmm.



Watching Bubba's frantic panic as he drowns is the funniest thing I've seen since this kitten... (Snip! - Ed)



proving once more that a stick is most certainly a moron's best friend.

All this bizarre twig-related activity is presented in frenetic, anarchic, cartoon-ovision, with some of the finest goofball scenes played out time after time. Getting Bubba to leap into the water without Stix results in him splashing about in panic until Stick returns to act as a snorkle. Running Bubba into an electric field causes a brilliant flashing skeleton to appear, and chucking Stix in produces a tiny skull with about six vertebra attached. Bonuses and restart points appear as little wobbly aliens and tiny background animations make everything seem so alive. They're funny, brilliantly animated and I simply can't fault the graphics at all.

As I mentioned earlier, some of the puzzles are a bit tricky to execute, but that

could probably be put down to my mediocre gamesplaying skills, so I'll go onto the only other serious reservation I have with the game, which is its shelf life. The game's split up into five levels, and has some further bonus levels, consisting of Yellow Submarine-esque near-hallucinatory experiences. The alien forest at the beginning's little more than a warm up, but in the remaining four levels there's plenty of variety. For example, lava flows and rock falls

give way to complex grids of pipes, suction tubes and balloon machines in the underground level, so in each level, you're getting masses of gameplay and silliness.

SYCAMORE

I can't help feeling that five levels aren't much challenge for all you legions of battle-hardened gamers, and that Core could well be 'doing a Putty' (as they say) by producing a small but perfectly formed product. If this is the case, then my crap gamesplaying is a positive boost. It means I'll take longer to finish it, so in losing, I could well win. Yeah, think about it.

● CAM WINSTANLEY



UPPERS It's got a stick in it, it's got a geeky looking guy wearing dungarees in it - What more do you want?



DOWNERS With only five levels, and one of these being a fairly simple intro level, it's not going to take you very long to finish.

THE BOTTOM LINE

It's the closest thing to a Looney Tunes cartoon I've seen on the Amiga, with masses of animation and a huge cast of imaginative monsters to meet along the way. The puzzle base of the game provides interesting gameplay while being annoying when you're stuck.

84 PERCENT

THE BOTTOM LINE

Still gorgeous **A1200** graphics, still slightly annoying puzzles, still good family fun. No real (or indeed, unreal) changes though.

TH A STICK (WELL, SEVEN).



With a suitable fulcrum and sufficient force, you can use Stix to lever heavy objects.



Inexplicably doubling in size, Stix can balance Bubba as he crosses a tight-rope bridge over hot lava.



In an entertaining but pointless display of boredom, Stix can be played like a flute.



We can only assume that Stix is hollow, since he's not only musically inclined, but also fairly snorkelly.



Bubba can raise various doors by using Stix as a crank handle in the winding mechanism.

A thrown Stix can inflict a nasty crack on the head, and he also returns under his own steam. Not bad.

THOSE BATTLES IN FULL.



You only see Divisions on the full sized map, but as you zoom, you see smaller units.

Fighting the entire Korean War as individual unit sized skirmishes would take a long, long time.

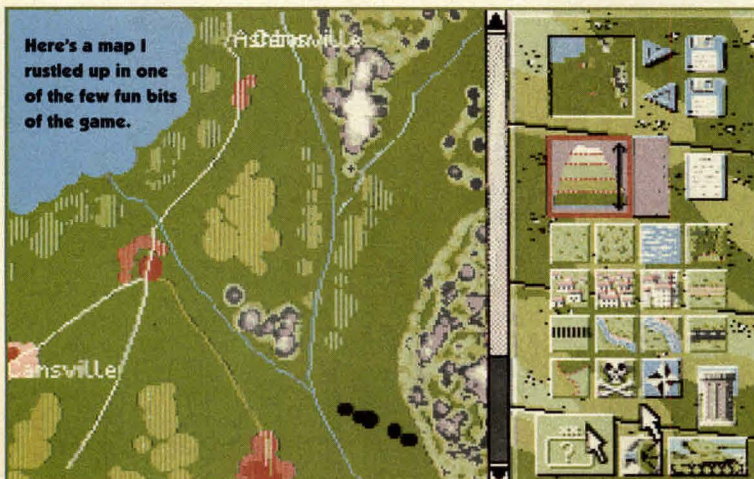


It's that Gulf thing, but wouldn't it be much more fun to play the Iraqi forces? I think so.

Tanks didn't play a particularly big part in the Vietnam war.



This scrambled mess represents the Yom Kippur war, which drove me nuts for several nights. It's low, lumpy and unplayable.



Here's a map I rustled up in one of the few fun bits of the game.



Flying helicopters is just about the highlight of this game.

CAMPAIGN

Game: Campaign 2
Publisher: Empire
Authors: Jonathan Griffiths
Price: £24.99
Release: Out Now

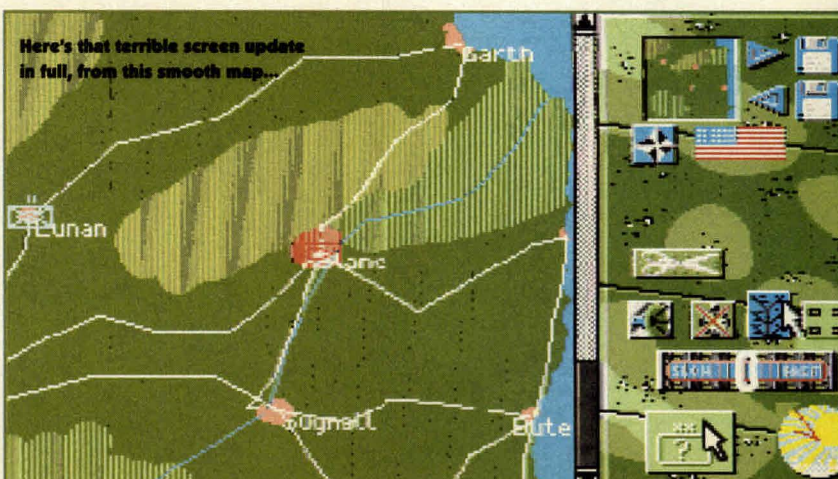
Campaign 2's sub-heading is '50 Years of Global Conflict' which tells you exactly what it's all about. Campaign covered WW2 and this takes off from there, covering conflicts in the post-War years.

BETWEEN THEM

What we have here is one of the biggest disappointments I've had since I joined the mag. Not a particularly good sentence to start a two page review, since you can imagine what's going to follow, but I'm going to have to spare the normal wibble because Campaign was such a popular game, and if I give this one a hard time without justifying myself, I'm going to get more than the usual number of death threats in the post.

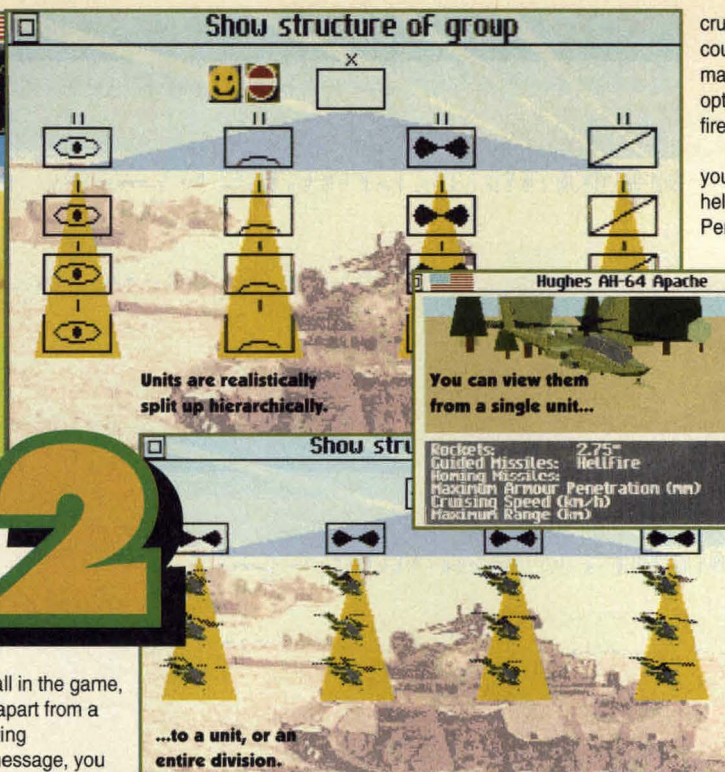
Okay, two facts to start off with. One - I've never played the original Campaign, so you're not going to get any comparisons, and two - the prospect of playing an in-depth, total war, no-hold barred wargame almost gave me nosebleeds of joy. I love wargames and so I expected to love this.

The game comes on two disks, one of which has a pretty intro sequence while the game's on the other one, along with all manner of maps and scenarios. These consist of 14 training maps and six real war maps. The training missions progressively introduce you to different aspects of the game, so you start with armoured units on open spaces, progress through artillery and air support, and then fight with realistic scenery. The real war maps plonk you in control of entire armies from the Korean War of the 50s through the Israeli Six Day and Yom Kippur wars, Vietnam, the long running Iran/Iraq war and finally the Liberation of Kuwait. Oddly enough, you can only play the 'good guys' (ie the Western backed forces) which instantly slashes the game's shelf life by 50 percent. It's the first of a lengthy catalogue of mistakes.



Here's that terrible screen update in full, from this smooth map...





crude but effective display of courage/stupidity. The forward firing machine gun's a much easier option, as it sprays a wide field of fire and kills most infantry.

It's not all tanks though, as you've got APCs and attack helicopters as well. The Armoured Personnel Carriers act as feeble tanks, but the off-loaded troops can use anti-tank and anti-aircraft weapons. The helicopters are most fun to, but as with all vehicles, tend to last only a short while in combat. Just like the real thing, I'd imagine.

Never once did I feel that the two sections have any relevance to each other though, it's like you're playing two separate games, one mildly fun and the other annoyingly tedious. I wanted to place troops, move in armour and pound defences with artillery and helicopters,

The tactical side is played on a map screen (natch) and when I first started playing, I phoned up Empire to tell them that I'd got a dodgy copy. Every time the screen updated, all the rounded corners of the scenery were replaced by blocky, jagged edges. I complained about this, and they told me that this is perfectly normal and that it speeds up the update time. Oh dear.

WHAT? WHERE?

Another appalling feature is that you're informed that the enemy have been spotted, but they don't appear on the map. I found out that the enemy forces only appear when you zoom in on certain areas of the map, and don't appear at all when you're looking at the overall map. What's going on?

Once you've manoeuvred a unit close to the enemy, you get the option of moving in to engage or to shell them from a distance. The devastating effect of concentrated and accurate artillery fire is one of the most crucial aspects of modern warfare, but this unfortunately doesn't

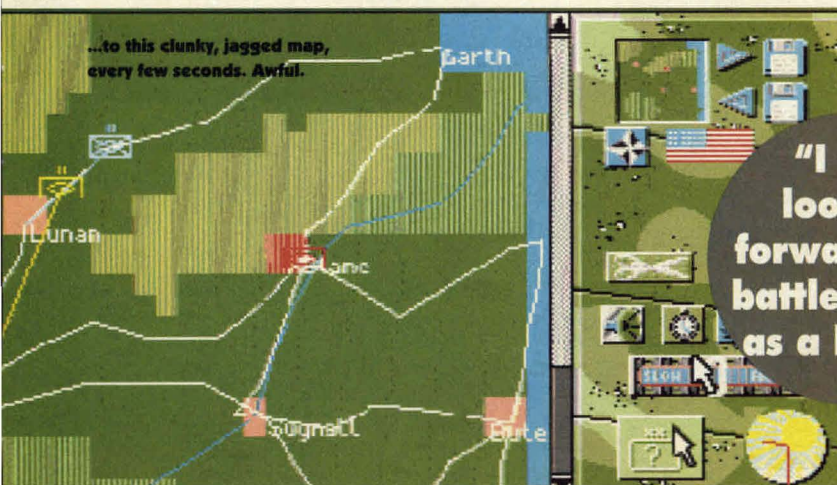
come across at all in the game, simply because apart from a brief 'Unit is starting bombardment' message, you never get updates on it. This is odd, because the one thing the game isn't short of is update messages.

Take the Yom Kippur war as an example, you take the game off pause and the map's obscured with a message reading 'Battalion/Regiment (Mechanized Infantry) Recce 3: Battalion (Armour) Spotted.' Now this would probably be

handy to know, but since you don't know which one of your 50 or so units is Battalion/Regiment (Mechanized Infantry) Recce 3, and because the enemy unit in question isn't displayed, the information's totally useless. As if that's not insult enough, all the units in the areas then report that they can also see enemy units, resulting in 52 (I counted) separate incomprehensible info flashes in the first two minutes of the game. And all you really need to know is where they are, which of course is the one thing you never get shown.



Despite the lumpy look, the graphics look okay in play.



"I was looking forward to a battle simply as a break"

Assuming you're some kind of anal retentive who'd enjoy being told everything, then the run up to battle would be tremendously exciting. I'm not, and was looking forward to a battle simply as a break from the tedium of being told things while the map alternated between looking smooth and looking blocky.

A new screen comes up showing you the stats on both sides, and asks if you want to fight the battle automatically or manually. If you select automatic, then a rather dull 'You won/lost the battle' sort of message comes up, informing you how many soldiers were killed. If you select manual, then you're into the second part of the game, the real-time combat section.

BANG BANG

This isn't actually all that bad, but at the same time it's not great either. If I wanted a tank battle sim, then I'd go for *Pacific Islands* every time, which to be brutally honest, kicks the hell out of this on every count but one – there are helicopters in this. For reasons never explained (although I tend to think that the system can't handle more) you only get 16 units at any one time in the attack, even if you've got 60 tanks in a unit. The battle's then fought in real time from an overhead map view, or a first person viewpoint.

This section isn't half bad, but does run jerkily on a standard Amiga.

The A1200 copes with it much better, allowing you to switch on all the detail of buildings and troops. Controlling both vehicle and weaponry's a bit fiddly, so I preferred to drive the tank and let the computer act as gunner, overriding the shooting at any time. Even with tracer fire acting as a sight, I had major problems hitting targets, and reverted to ramming most enemies and blasting them point blank in a

but all I kept getting was information screens. I wanted to set fiendish traps but my plans were hampered by the artificial intelligence making units wander off. I wanted to let the battles be sorted out for me, but my campaign was interrupted every 30 seconds to see whether I wanted to fight a battle or not. I wanted to like this and enjoy playing it. I did neither.

● CAM WINSTANLEY



UPPERS The map designer allows you to create any conflict. The tanks sounds are good. Flying the helicopters is fun and the combination of wargame and 'hands on' 3D combat is a good idea...



DOWNERS ... that doesn't work at all well. I didn't want to know that 'Mechanised Infantry has spotted Armour', I just wanted to see it on the map. The information display is intrusive to the point of suicide, the game quickly bogs down into a continual cycle of screaming "No I don't want to fight this battle manually!" and clicking to get rid of pointless updates.

THE BOTTOM LINE

A massive disappointment all round. I was hoping for and expecting an exciting modern wargame – I got an unworkable mess.

51 PERCENT

THE BOTTOM LINE

The maps are still tedious, but the 3D sections are smoother and more playable.

61 PERCENT

STAR TREK

At last, these are the voyages of the

Game: Star Trek: 25th Anniversary

Publisher: Interplay

Authors: Too many to mention (there's a list as long as the end credits of Superman The Movie, but Jayesh J Patel is credited as 'Lead Programmer')

Price: £34.99

Release: Out now

The word 'fan', in case you weren't aware of the fact, comes from the word fanatic. The most zealous fans (with the possible exception of Prisoner Cell Block H buffs – let's face it, you have to mad even to watch that) have got to be cult science fiction devotees. They'll buy anything – Captain Kirk boxer shorts, Land Of The Giants soap on a rope, Tomorrow People buzzing belt buckles, Lost In Space mustard cress-growing kits (and yes, I am making these up just in case anybody out there is wondering where they can get hold of them).

When Alternative released that God-awful *Dalek Attack* game a year or so back, some Doctor Who fans even bought the game first and then went out to buy their Amigas afterwards. It must have been a good boost for the A600. Somehow, though, I don't think *Star Trek: 25th Anniversary* is going to pull off the same trick. Why? Well, as Lloyd Grossman would say, let's have a look at the evidence.

One. It's A1200 only.

Two. You need a hard disk before you can even run it.

Three. Look, it's bad enough get-

ting the PC's hand-me-downs, but this game has well and truly missed the anniversary boat now that it's finally reached the Amiga. 25th anniversary? Star Trek premiered in the US in 1966. Well excuse me if I'm wrong, but 1966 plus 25 works out to 1991, which makes this game roughly three years late.

Anyway, the important point is that it's been out on the PC for almost a year already, so any Trekkers who were desperate enough to doosh out a few hundred on a new computer will have gone and bought a PC already.

So who would buy this game? Well, chances are there might be couple of hard-disk-owning A1200

Trekkers out there, but not surely enough to make this game a sales success. So what exactly has this game got to offer the non-Trekking, Amiga-owning games-player?

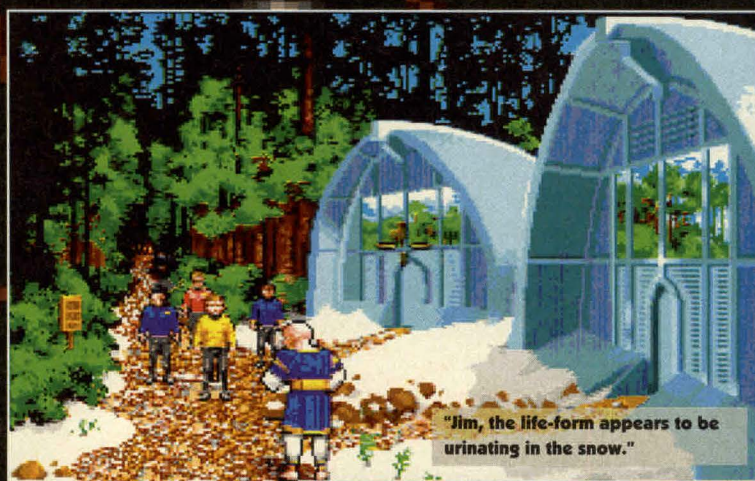
Not a lot really, sad to say. Things start off promisingly – okay, having to install eight disks' worth of data on to your hard disk might seem a bit of a chore, but eight disks! 'This is going to be one hell of a massive game,' you'd reasonably think. And anyway, all that installing gives you

"It's basically just a series of short adventures"



Boxes full of nice, new, fresh Dilithium crystals, perhaps?

Moral: never trust an alien whose knees bend the wrong way.



years late.

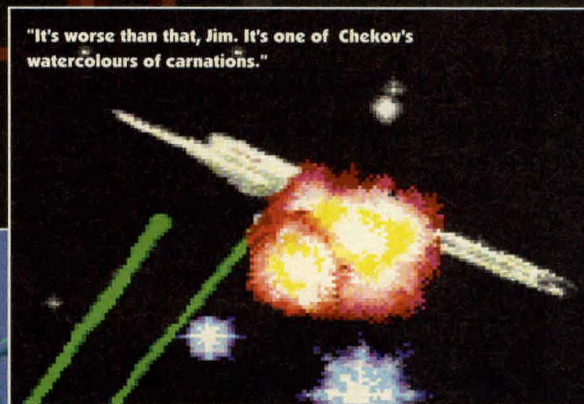
time to browse through the manual, which is a mercifully slim, concise and very well-written tome.

But when you've finally got the thing up and running, it's all a bit disappointing. Not bad, just a bit, well, dull. It's basically a series of short adventures – each one being a mission with its own episode title – with a few *Elite*-style starship dog-fights thrown

The little gold Enterprise passes the big white one.



"It's worse than that, Jim. It's one of Chekov's watercolours of carnations."



"Set stasers to phun. Errm... no... Phasers..."





in for good measure. You play Captain Kirk, giving commands to all the old favourites – Spock, McCoy, Uhuru, Scotty and Chekov.

The game is divided into two sections: the bridge of the Enterprise and everywhere else – planets, space station, other spaceships, and so on. Landing parties always consist of Kirk, Spock and McCoy plus an unidentified red shirt who, in grand Star Trek tradition, is completely expendable. If any of the stars get killed, though, that's game over.

At the start of each mission you receive orders from Star Fleet. They'll tell you where you've got to go and as Kirk, you command your navigator, Chekov, to get you there, which basically means you call up the star map, click on the planet you want to get to, and away you go. Sulu will get you into orbit and then you can beam down to the planet and start adventuring.

BEAM ME UP

The main problem with the game is that it strikes out in all directions at once and never gets anywhere very interesting. The adventure sequences are pretty routine stuff to anyone who's played more than a couple of adventures before and, by the nature of the game, too short to really get your teeth into. Also, there's no continuity between the missions (at least not the ones I played) which is a shame. I think the episodic format is a mistake, and one longer, *Dune*-style adventure would have offered more scope.

On the other hand, the control system is comprehensive and easy to use. The game's got more icons than a



Smash Hits annual and also favours the 'pick one of the following-answers' approach to in-game conversation.

The shoot-'em-up sequences are strangely slow and come across like a bog-standard flight sim; surely the 1200 can be made to do more impressive stuff than this? Having said that, these space battles are the most enjoyable sequences in the game, and no, that's not a Cam-style blood lust showing through. It's simply that they are well thought-out, and require a lot more thought than just blasting away at the enemy ships; you have to give Scotty orders about prioritising damage repairs, use your shields wisely, make sure your phasers don't drain too much energy, use evasive tactics and be aware of the capabilities of your opponents' vessels (or "wessles" as Chekov might say). Pretty much like a flight sim, in fact.

Graphically the game is disap-

Scotty is important in battles, which makes fighting a good tactical challenge.

The main view screen is where all the interesting stuff happens.

Spock is your science officer. He tells you mildly useful things occasionally.



Sulu is in charge of getting the Enterprise into place in orbit.

Chekov, Navigator, is supposed to get you wherever Star Fleet tells you to go.

Uhuru is... erm... in the game as well. Dunno why.



UPPERS

It's pretty massive (well it should be, coming on eight disks), the star-ship shoot-'em-up sections are moderately exciting and the control system isn't bad, I suppose.



DOWNERS

Eight disks, hard drive A1200 only. That's bad enough. What's worse is that it doesn't seem to justify such demands. It's big, sure, but its format stops it from getting to complex or intriguing and it's neither very fast or interesting to look at.

THE BOTTOM LINE

One that's strictly for A1200-with-a-hard-disk-owning Star Trek fans only. If, indeed, there are any.

62 PERCENT

THE BOTTOM LINE

I wouldn't hold your breath waiting for a version of this for smaller machines like the A500 and A600, if I were you.



pointing, too. Ignoring the fact that Kirk isn't a porker (always thought the best special effect in the series was Shatner's girdle, or at least it was until Star Trek IV: The Voyage Home when they managed to keep his toupee stuck to his head in the underwater sequences) when you first get a look at the bridge it's a case of guess who's who. Bad likenesses aside, the graphics are functional as opposed to impressive, occasionally fuzzy and unclear, with some weird perspectives and some uninspiring aliens. The beaming effects are quite jolly, though.

Star Trek: 25th Anniversary doesn't boldly go where no game has gone before, but instead rather disappointingly retreads familiar territory. It's much better than the travesty Doctor Who fans had to put up with, but it should have been so much better. Especially as it comes on eight disks.

● DAVE GOLDER



After *Micro Machines*, the return of old-style race games with tiny sprites goes on.

Game: Skidmarks
Publisher: Mindscape
Authors: Acid Software
Price: £24.99
Release: Out now

"This'll be the most in-depth review ever then, Steve" growled Stuart. Oops and Lordy Lordy. I got the hint though. The review should have been started on Friday, with all the grabs finished, at least. Yet here I am writing it up on Monday with all the grabs still to do and the text to finish. Why? Well I've got to confess that I spent the whole day and, er, more playing the game. It can supercharge my Hot Rod in a four-stroke power band of nitrous oxide compression. And if a game can supercharge your Hot Rod you know it must be good, right kids?

With the kind of luck that makes this job easier, you'll already have had a taster of the race action with the cover disk that we gave away with issue 30. If so, then it's no use me telling you about the fine animation of the cars or the intensity of the

competition when you're racing against someone else (somewhat enhanced in the full game version, but more on that later). And you'll probably know by now about the different tactics that can be employed in order to win races, hamper your opponents or both. But then, you haven't seen the whole game. So forgive me for

going over any ground that's already been covered, but not everyone out there's been lucky enough to experience the demo disk (deviants).

The idea is simple. There are four cars racing against each other on any one of 12 supplied tracks.

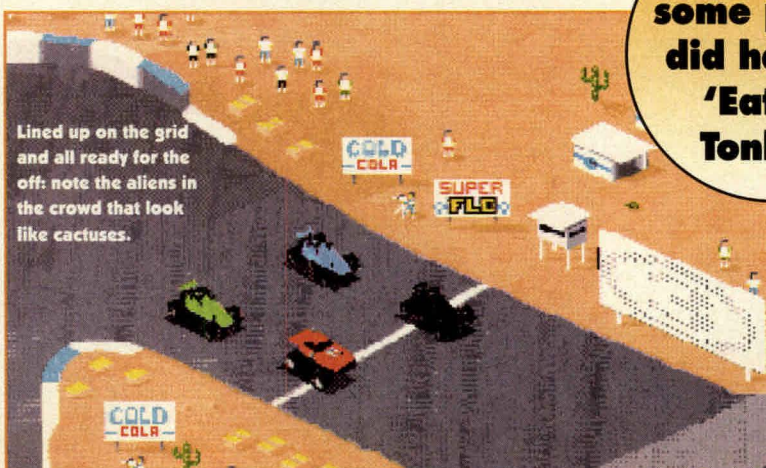
Incidentally, fact fans, six tracks are on one disk and the other six are on another. Thank goodness, sister of hope and mother of charity, that you've got a second drive, eh? Quack quack oops.

Apparently more tracks are going to be released in the not-too-distant future.

The tracks scroll isometrically and the corners are generated using quadratic B-splines. Now, that sounds pretty painful to me, but apparently some people find that techno-jargon impressive, so good luck to them.

I'm joking of course. Coupled with the handling of the cars, the Q-B-splines are actually a load of fun. You can opt to power into a curve/corner, spin yourself round in a 180 (or whatever angle) degree skid and power out again. Failing that, you can just decide to hug the inner camber and hope that the shortening of the distance is enough to gain you some yards' advantage over your opponents.

"And yes, some people did have to 'Eat my Tonka'"



KS

Everyone will find their own individualistic racing style (bumping and bashing everyone is a good one).

Like many racing games, there are three different types of competition you can indulge in; practice, one-off races and a championship. You should know the score on these sort of things by now.

Curiously, though, the championship kept crashing out on me at the end of the six-track quota. Very annoying. I'm also knocking an unspecified number of points off (I'm not saying how many just to make

Acid Software sweat – it could be anything from 0-20) for some of the Amiga/disk mechanics that the game insists on implementing. Check them out in the Downers box; they are inhumanly intrusive.

I've left what I consider to be the best part of the game till now. Not only can you opt to race against another human opponent with a split screen option, you can also connect with another Amiga via a null-modem link so that all four cars are human controlled. If that isn't enough, you can also send text messages to the other machine in a sort of gamesmanship psyche-out activity. And yes, some people did have to 'Eat my Tonka' (programmed message through the use of set up Macro Hot Keys).

A mention has to go to the drawing of the cars. Apparently there are around 200 frames constituting each different car. Translated into gamer speak, this means that no matter what

over-the-top driving style you adopt, the car you're driving will exhibit itself in the proper 3D-ish perspective. For example, you could opt to drive at a ridiculous speed over one of the many jumps featured in several of the tracks, spin round in mid-air, smash into your opponent and then skid into the side of the track. Throughout the whole manoeuvre the car looks like a little Matchbox model. And just think, kids, there are four types to race, and Acid are going to bring out more. Hip Hip

The AGA cars are even better; not only do you get the proper perspectives, you also get those atmosphere-inducing nice touches like big throbbing engine blocks, rip-roaring growly exhaust pipes, non-personal identification numbers etc. And, as a tantalising teaser, Acid hint at the ability to custom-create your very own type of car with later disk releases. Me for one, I can hardly wait.

So there it is. I would love to be able to say 'Go out and buy this', but the reservations I have about the disk accessing and the crashing out are far too extreme. Aside from that, it really is a fun little game to indulge your racing fantasies.

● STEVE MCGILL

Hang all that tedious 'taking the racing line' rubbish. Drive over everything in sight, including the other cars.

Blue revs up, dumps the clutch and aims for black's driver's door. Yee-haaa!

Something makes me think a crash is on the cards...



UPPERS Will install to hard disk. Four different types of car to race. Control, while seeming overly sensitive at first, is in fact very intuitive. Number of frames for each car results in a mild belief that they are in fact real. AGA cars have nice little extras. It's all a bit like Scalextric, only more fun and it takes up less room. The four player competition is tops. Sound is almost identical to watching stock car racing on television.



DOWNERS After a race you have to press the ESC key to find out the results; you have to wait about 15-20 seconds while the program accesses the disk. The game crashes out at the end of the championship, and also crashes out arbitrarily when you try to get back to the main menu screen. The AGA enhancement disk will not install to hard drive. Doesn't recognise the second disk drive.

THE BOTTOM LINE

It's such a shame that the disk-accessing routines have blighted the enjoyment the game has to offer. It really is a fantastic little game. Especially for four people.

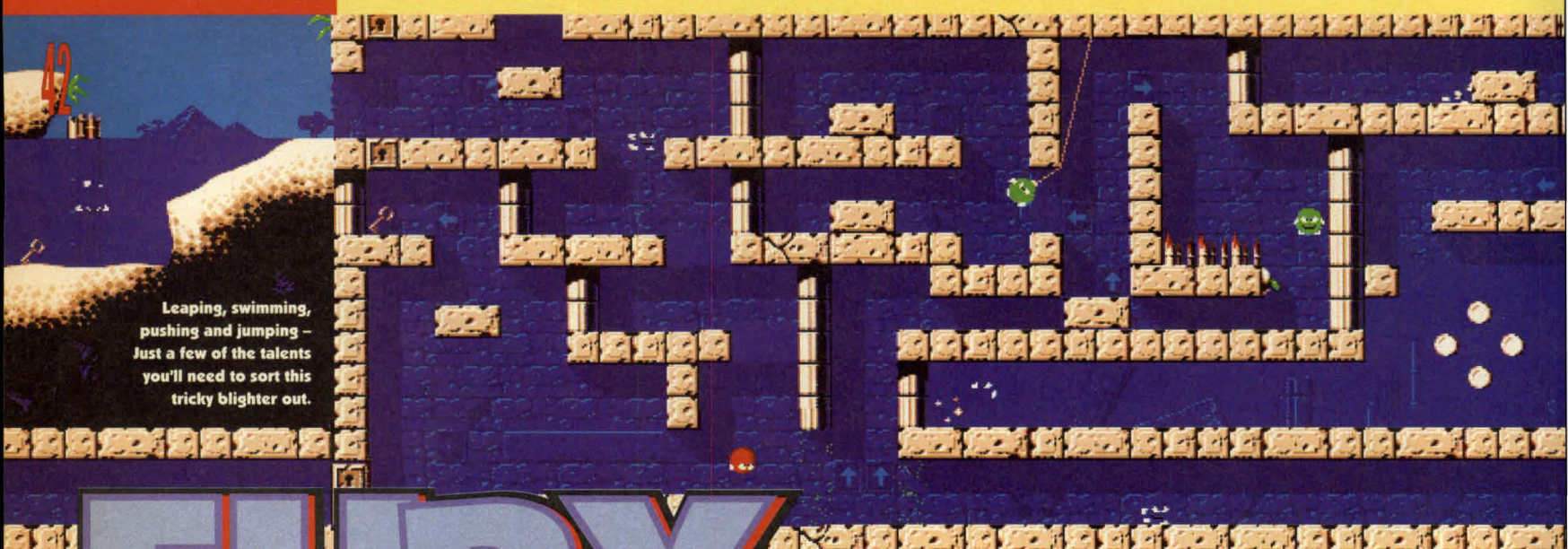
78 PERCENT

THE BOTTOM LINE

Looks better and runs more smoothly. The extra RAM means that two different models of car can appear on screen at the same time.

80 PERCENT





Leaping, swimming, pushing and jumping – Just a few of the talents you'll need to sort this tricky blighter out.

FURY OF THE FURRIES

They're fabulously furry bundles of furious fun and they've come to earth to recover their kidnapped king. Allegedly.



percent for the daft title, and haven't even got around to opening the box yet, so how's this game going to win my affections? Well, for a start there's an ever so pretty animated introduction sequence showing the pointless and dumb story behind the game. The intro's fun, but what really impresses me is that it's on a disk separate from the game disks, so you can watch the intro once, say "Hmm, that's nice" and then never have to bother with it again. Hoorah for common sense.

STOP RIGHT THERE

Another good, common sense idea is the automatic game save function. The game start screen presents you with four game slots as well as a couple of other options. The game automatically saves your last position on each slot, so there's no need to copy down pages of level codes. This I also like, so it seems that things are looking up for the Furries, and I'm (still) not even in the game yet.

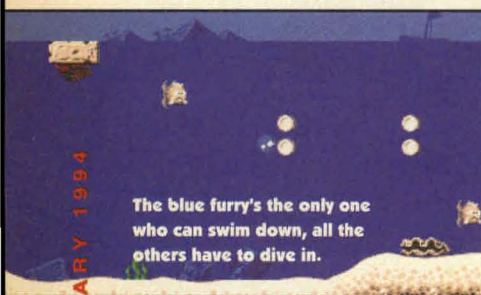
And then, disaster. There's an option to turn off the sound effects in the game, but NOT

Game: Fury Of The Furries
Publisher: Mindscape
Authors: Kalisto
Price: £25.99
Release: Out Now

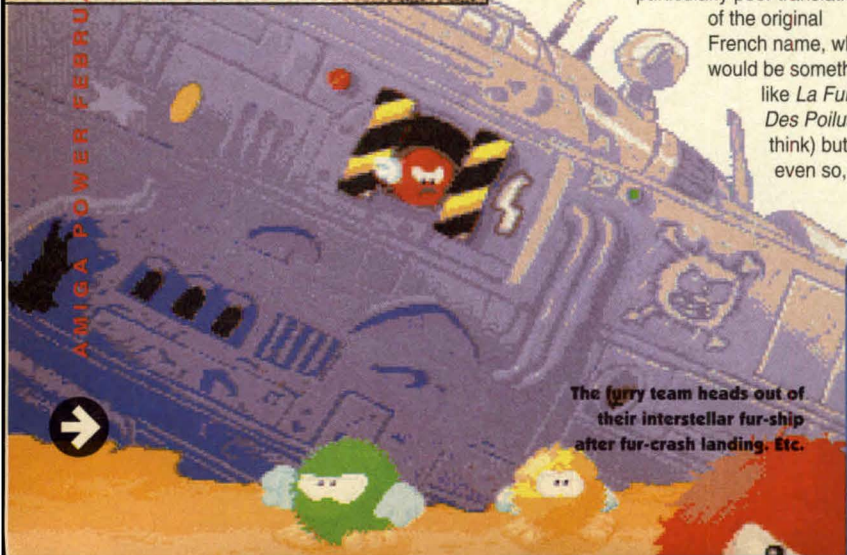
What a terrible name for a game. What a miserable, uninspired, insipid and quite frankly misleading name. I thought at first that it might be a particularly poor translation of the original French name, which would be something like *La Fureur Des Poilus* (I think) but even so, a

GCSE student armed with a Collins pocket French/English dictionary could come up with something with a bit more 'oomph'.

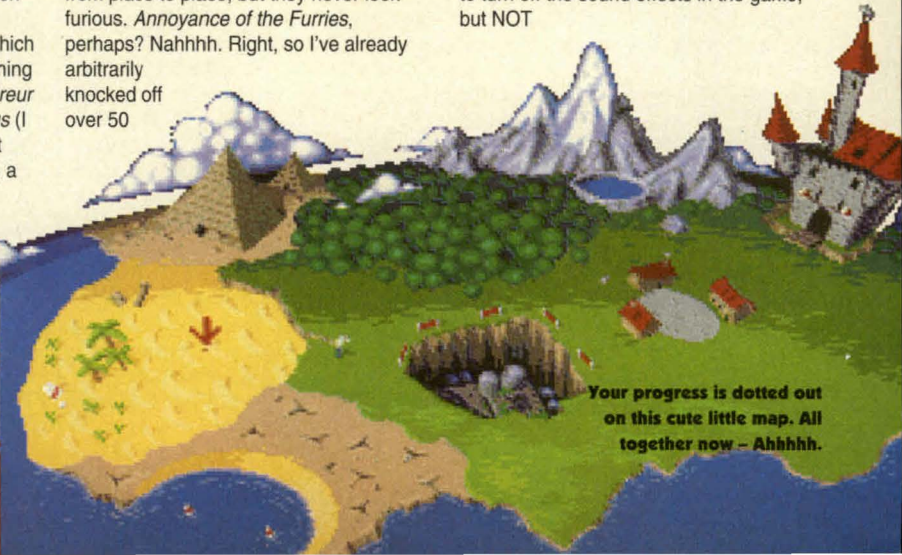
It doesn't even tell you what the game's about either. I mean – Fury? Do little coloured balls of fluff drum up any images of screaming in anguish and torment? Of course they don't. Okay, so the furries in the game look annoyed occasionally, and maybe possibly a tad strained as they push huge stone blocks from place to place, but they never look furious. *Annoyance of the Furries*, perhaps? Nahhhh. Right, so I've already arbitrarily knocked off over 50



The blue furry's the only one who can swim down, all the others have to dive in.

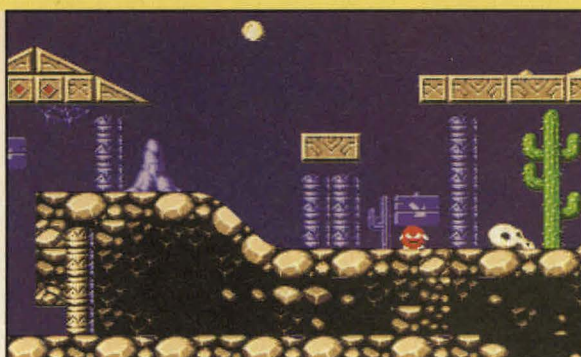
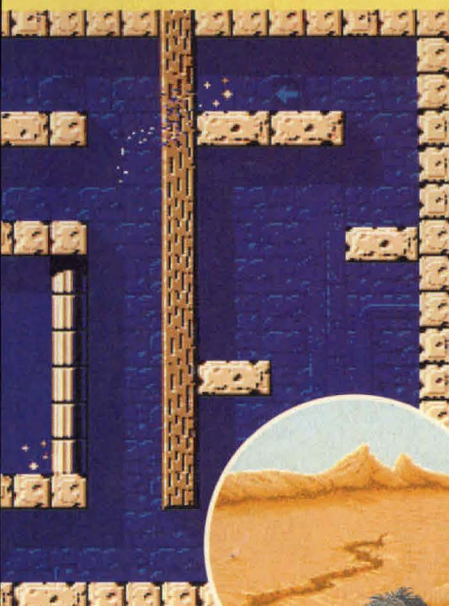


The furry team heads out of their interstellar fur-ship after fur-crash landing. Etc.



Your progress is dotted out on this cute little map. All together now – Ahhhh.





Digging down through rock or shooting walls gives you access to secret rooms, which are packed full of coins a-plenty. Hoorah!

THE MUSIC!

What the...!? What kind of option is this? How many times have you played a game and thought "Oh, I love the music to this, but I feel that the intrinsic quality of the composition is spoiled by the tiresome spot sound effects?" Not very often, I'd wager. Having the option of music or music and sound effects means only one thing – reach for the volume control, turn it down and put some groovy tracks on your stereo system.

I NEED TO KNOW

Okay, the game itself, which is four disks packed full of 90 big levels and 150 sub-levels and hidden bits. All you've got to do is get from the start to the finish without winding up dead. That's it, start to finish in the allotted time, easy.

Well, at the start, it's not at all difficult. You basically just bounce along, avoid a few spikes and then get to the

end. Easy-peasy. The next level, you get the option of switching between a couple of the furries, then all four, then you get a few baddies, and so on. Simple, in fact a little too simple I thought, for although it's good to have a few tutorial levels, it's stretching the point a bit to have this many. Later on though, you'll be looking back to this part of the game as the untroubled happiness-filled youth of your Furry playing existence.

Time for a word about the furries. In the game you either have a single furry who can change colour, or a mass of different coloured furries with the ability of teleportation. Each of the four colours can perform a different skill; the red one can eat through rocks, the green one has a rope, the yellow one can shoot things and the blue one can dive under water. They're all quite entertaining to look at (if a bit small) but the green one's by far the best, and with his rope abilities you can send him swinging across the screen like some sort of latterday gonk/Tarzan crossover. To toggle between them, you press down and then select which ever colour you want, but things are

already gathered, this is a puzzle game, and although it got touted in the press release as being similar to *Lemmings*, it's much more like *Lost Vikings* (AP27 87%). Both games are based around negotiating platform levels, and both require you to use a variety of special skills, but here the two games diverge. *Lost Vikings* has three characters each with a skill, and the thing that annoyed me about it was that you had to get all of them across all of the obstacles, so in effect you were doing each level three times.

Furries bypasses this problem by having the one character who can switch powers, so thumbs up there. However, where as *Lost Vikings* was gorgeously animated through-out by massive and expressive cartoon

characters, the graphics in *Furries* are a tad, um, functional.

You'd imagine that after telling you to turn the volume down and stare at small, certainly not state-of-the-art graphics, that *Furries* is heading for a dribbling little score, but not so, for there's

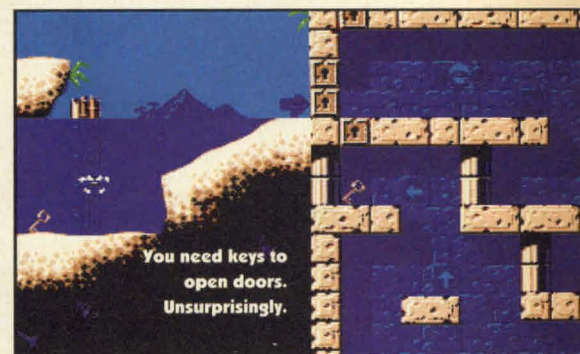
"You'll end up wishing you'd planned ahead"

that oft-forgotten part of a game I've yet to cover – gameplay. Here's where *Furries* wins through, because the puzzles are complex and require gigabytes of lateral thinking, but you also need arcade skills to complete them. Also, you're given plenty of range for experimenting, and rarely end up getting completely stuck, although if this happens, you can kill off your furry and start again. The problems are tough, but each time I messed up on a level, it gave me some ideas to try a different way, and I slowly progressed. The thing is, with puzzles this tough, it strikes me as being a bit silly that you've only got a finite number of lives because at the end of the day, it should be your inability to solve a puzzle that stops you, not running out of lives.

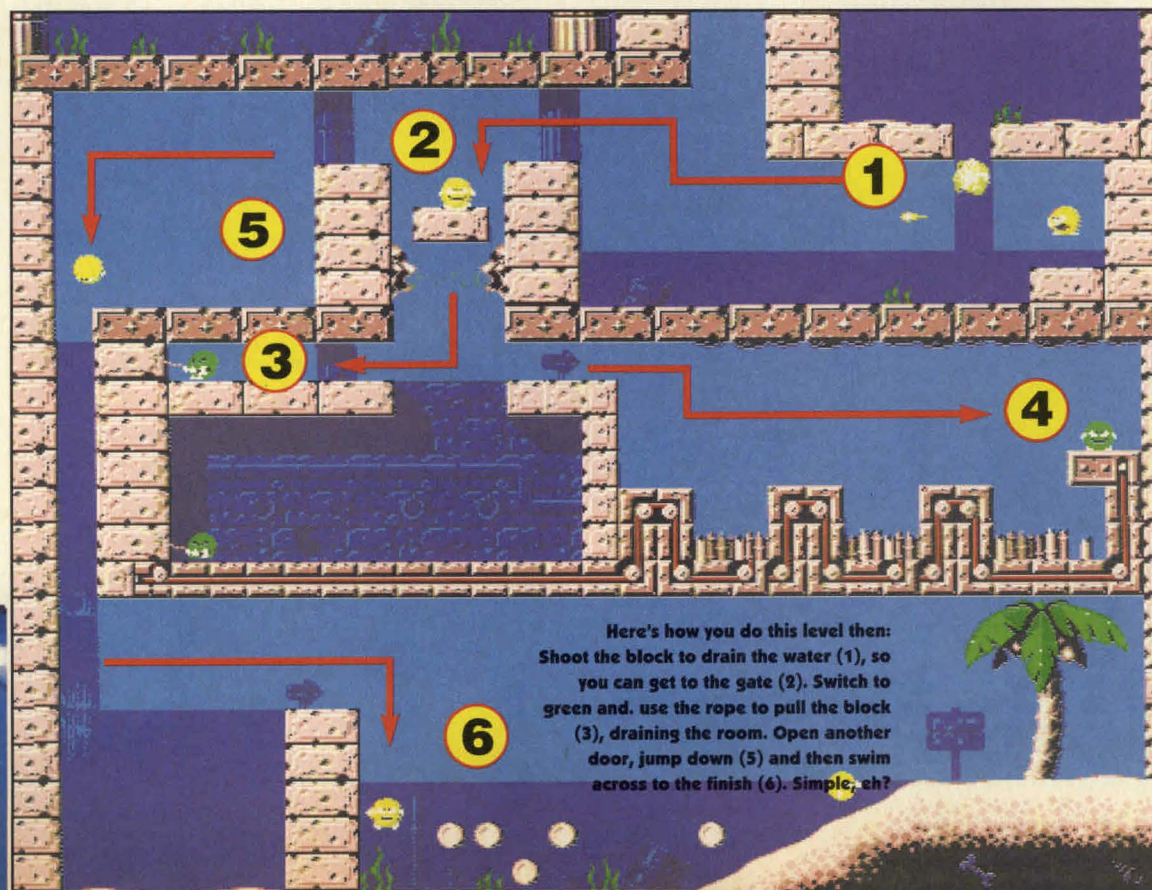
LOVE ME?

The game's a mass of good and bad points, with terrible music and tiny graphics countered out by the fact that it plays so well. After two days of solid playing, I'm still only a fraction of the way through it, so you're going to get your money's worth, and even when you've finished it, there are so many secret rooms that you can go back and play it again. Shame about the stupid title, though.

● CAM WINSTANLEY



You need keys to open doors. Unsurprisingly.



Here's how you do this level then: Shoot the block to drain the water (1), so you can get to the gate (2). Switch to green and use the rope to pull the block (3), draining the room. Open another door, jump down (5) and then swim across to the finish (6). Simple, eh?

UPPERS Intriguing and involved gameplay which manages to perfectly combine arcade skills with mind-taxing puzzles.

DOWNERS Five seconds of annoying disk accessing every time you lose a life, terrible music and pretty but sparse graphics. Oh yeah, it's a dumb name as well.

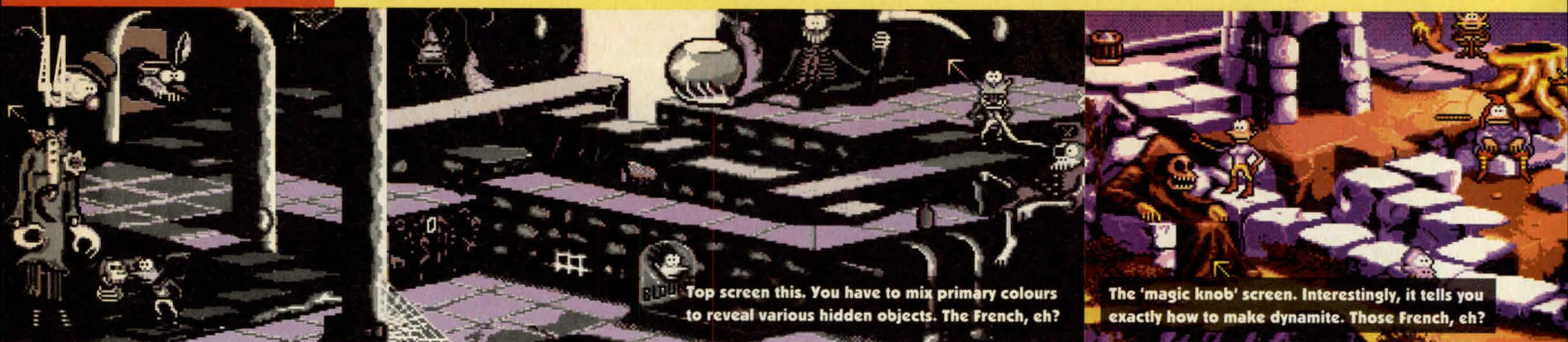
THE BOTTOM LINE

Okay, so the graphics are tiny, but they're also cute, and the backgrounds leave a lot to be desired, but this game plays ever so well. It's also huge, with loads of bonus and hidden levels. Oh yeah, and the green Tiny's just great.

77

THE BOTTOM LINE

A1200 Redefined graphics throughout, seven layers of parallax scrolling and... No, only joking, it's exactly the same as the standard game, but still cute.



Top screen this. You have to mix primary colours to reveal various hidden objects. The French, eh?

The 'magic knob' screen. Interestingly, it tells you exactly how to make dynamite. Those French, eh?

More cute French nonsense from those crazy garçons and m'amselles at Coktel

GOBLINS 3



If you reach for the parachute, a giant rock smashes down from the sky. As any fule kno.

Game: Goblins 3
Publisher: Coktel Vision
Price: £34.99
Release: Out now

The scene: A psychiatrist's office. Freud and Jung glower down from the walls. A leather couch occupies the centre. Enter the reviewer.

Reviewer: Doctor, you've got to help me. Since playing *Goblins 3*, I've been plagued by terrible nightmares in which I'm hounded by crowds of game characters happy that I like one of their number. "Lies, lies," I snarl. "I detest you all, with your unbearable self-satisfied coolness and stickily cute loveability. There's nothing I like better than to drown you in your water worlds or walk you to the very edge of a high cliff so you do that amusing overbalancing animation, and

then push you off."

"But that's all behind you. We've won, for you're truly fond of the characters in *Goblins 3*," argue my persecutors, pressing me into a corner.

"Lies, it's all a pack of lies," I repeat, but my eyes dart guiltily, and they start singing and dancing coolly around me and it's only by drowning them and pushing them off high cliffs that I manage to escape.

Goblins 3, you see, features some of the most appealingly useless characters ever, including a crap reporter, a deranged parrot called Chump and a gifted warrior with a magic knob, but more of that later.

Psychiatrist: Stop trying to put bits of the review in this genuine psychiatric session.

Reviewer: I can't help it. I've

seen the secret rules. I know that if you talk straightforwardly about a game rather than babble on in the style of something or other, they send their assassins after you.

Psychiatrist: I see. Right then, why not go back to the beginning and describe the basics of the game, eh readers? (*Winks.*)

GET IT ON

Reviewer: It's a point-and-click puzzler, with each standalone puzzle played out over two or three interlocking screens. The idea is that you're a sort of godlike overseer, rather than any of the characters themselves, and your main task is to help Blount, the crap reporter, research a story on the rulers of two rival kingdoms. Along the way things are complicated by such sub-tasks as curing Blount of lycanthropy and helping someone to retrieve the key to



Grin if you like, parrot, for revenge is nigh. (Just over the page actually.)



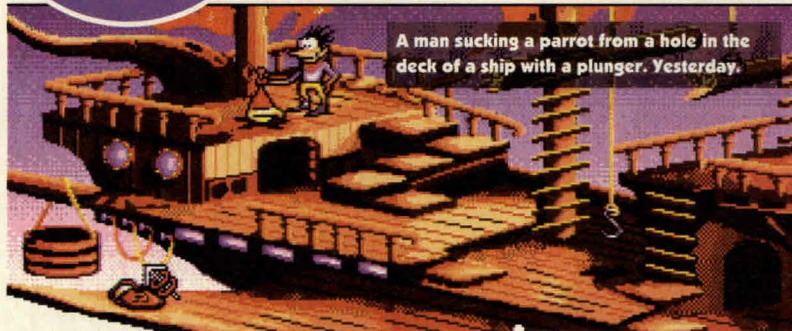
Why exactly are French games so 'French'? We asked a leading Frenchman, but he just poured water over us.



This level fails to star popular television comedian Billy Dainty. Those French, eh?



A man sucking a parrot from a hole in the deck of a ship with a plunger. Yesterday.



Just look at that expression of pure joy.

Who couldn't wholly love these people?

USE UMBRELLA ON HOT AIR

Vision.

a labyrinth with the aid of the magic knob, but more of that later. The presentation is nothing short of brilliant, with beautifully-animated sprites and a spot effect-laden soundtrack, featuring everyone's favourite Frenchman making Clanger-like sounds speech samples.

Psychiatrist: You mentioned the 'appealingly useless' characters. Would you care to elaborate?

Reviewer: They're just so wonderfully inept, constantly getting into all sorts of trouble with an irrepressible eager cheerfulness. And when something does go colossally wrong, they just take what outrageous cartoon violence is coming to them, castigate you lightly for directing them in such a ridiculous endeavour and try again. I love them so.

Psychiatrist: Yes. So it's a non-stop comic bonanza.

Reviewer: Ah, how true those words spoken in cynical jest. *Goblins 3* is endlessly funny - and not just mildly amusing, but really funny. At one point, the combination of an ill-timed sip of orange juice and a particularly outlandish gag involving a giant mousetrap had me retching with laughter.

Psychiatrist: That's as maybe, but how does it shape up as a game?

Reviewer: Isn't this turning out to be a rather poorly contrived set of questions and answers?

Psychiatrist: I could do it in a cold Germanic accent if you like.

BANG A GONG

Reviewer: Perhaps not. Anyway, yes, you raise a valid point. How does it shape up as a game?

Psychiatrist: I don't know.

Reviewer: It was a rhetorical question.

Psychiatrist: I'm hardly a distinct personality, am I?

Reviewer: Shut up. The gameplay hasn't evolved significantly since the original *Goblins*. It's still a case of waving the pointer randomly around the screen in the hope of hitting a hot spot, which in the more complex levels leads to an initial sweep of tediously military precision. Why not have an option, say, to put a green dot on everything important to the game? And some of the object-background combinations are less logically skewed

than entirely randomly allotted. The manual suggests using objects "even in the most far-fetched combinations," which leads more to desperation than anything else. But weighed against this are the ribtickling consequences of getting something wrong, the upliftingly joyous way in which the characters somersault with pleasure if you happen to be right, and the fact you can't die or run out of time or use up the objects. So it all sort of balances up, albeit in a slightly uncomfortable way.

Psychiatrist: But I understand there are clues available?

Reviewer: Unfortunately, when you cash in one of your clue jokers, you just get a screenful of text giving the solution to the screen, so that's the end of that then. Theoretically you should never get stuck, but you do, and unless you want to ruin the whole screen you're back to waving your pointer around.

Psychiatrist: Which brings us to the magic knob.

Reviewer: No it doesn't.

Psychiatrist: Oh, go on.

Reviewer: Well, it's a French game, you see. And the translation isn't quite 'there' at points, the most memorable involving a powerful warrior who offers to help if you find a replacement jewel for the crystal ball-like pommel of her sword, except it's not called a pommel and you can guess the rest.

Psychiatrist: We seem to have filtered down to trivial innuendo, so it's probably time for The Bottom Line.

Reviewer: Missus.

Psychiatrist: Shut up.

● JONATHAN NASH



While I was coming out with a mountain of excuses, the monster left me with a wolf that seemed to like me right away.

TRUST ME, I'M A PROFESSIONAL



Hmmm. How can Blount the giant possibly get up to the tower to speak to the king?



Of course! He stands on the lever of the trap and convinces his parrot to take the bait.



A violently broken neck is a small price to pay for success. Those French, eh?



UPPERS Very, very funny point-and-click game which is wildly inventive, always playable, and has splendidly loveable characters. The puzzles are tricky, but most are logical within the rules of the game.



DOWNERS But those that aren't are so stupidly random as to really, really annoy you. And the 'clue' option just gives the solution to the screen. And it comes on six disks but doesn't recognise a second drive. And it's bugged. My copy crashed twice, went a bit 'odd' once, and - most damningly - no matter how much I tried, I couldn't get the save game option to work. Crikey. (But maybe it's just me.)

THE BOTTOM LINE

Goblins 3 is a supremely entertaining game struggling against uneven design and dodgy programming. There's a huge amount of silly fun to be had, but you have to put up with a lot of unnecessary nonsense in the process.

77 PERCENT

THE BOTTOM LINE

It can't be. But it is! *Goblins 3* is... exactly similar on the A1200.

A1200



Game: Dennis
Publisher: Ocean
Price: £25.99
Authors: Citizen Software
Release: Out now

Funny how wrong you can be, isn't it? Reviewing *Suburban Commando* last month, I was wobbling on about how the Oceans and Gremlins and MicroProses of the software 'biz' don't get slagged off like Alternative and other similar publishers do for releasing budget-type games at full-price, because they don't do it. Yeah, it WAS a great point, wasn't it? Anyway, times change. This month, seemingly in a blatant attempt to make me look stupid, Ocean have had a brainstorm. It's called *Dennis*.

Dennis is licenced from the film of the American cartoon which has, it says here, been 'making us laugh for over 40 years'. Which is a lie for a start. If they mean Dennis the American cartoon, then it's only been on TV over here for about two years, tops (and it's not funny anyway). If they mean Dennis The Menace, the ace Beano character (the US Dennis is also known as The Menace, apparently), then he's not in this game

(indeed, he's got his own entirely different game coming out very soon, from - spook! - Alternative), and they should shut up about him. Sorry about this, but it's just a bare-faced Stalinist lie and it annoys me. What next, David Vine introducing snooker matches by saying 'And now, Stephen Hendry versus the man who's been making us laugh for over 40 years - Dennis Taylor!?' Get a grip, Ocean - just because they're both called Dennis doesn't mean

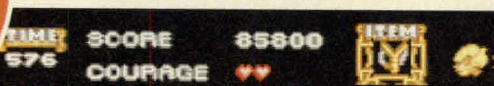
"It's just a bare faced Stalinist lie"



Ah, yes. Dennis swings through the air with the greatest, etc.



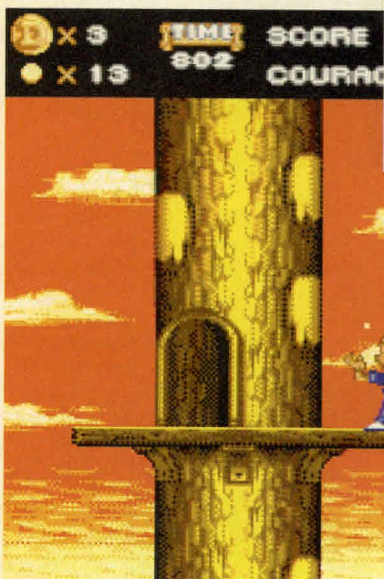
It's the spooky sewer section kids - don't be scared.



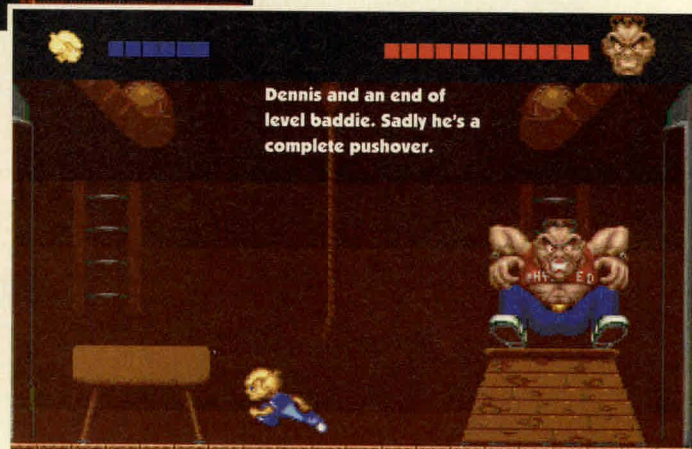
Dennis and a fridge. Gosh the excitement's nearly too much.



Alligators have broader snouts than crocodiles. It says here.



Dennis and a bird. Phew, things are really hotting up now.



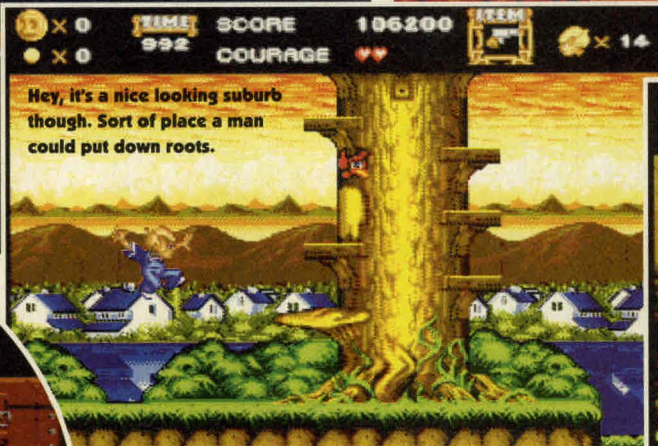
Dennis and an end of level baddie. Sadly he's a complete pushover.

Some games ought to just get the message and wander off into the sunset, we say.

DENNIS



Ooer, scary cobwebs and creepy jack-in-a-boxes and everything. Gosh.



Hey, it's a nice looking suburb though. Sort of place a man could put down roots.



Best run away from Mr "Errol Flynn" Wilson. He's not got a friendly hug in mind. No.



Dennis and a sweet. Oh God, I can't take much more of this.



Dennis and two birds - wahey!

you can get away with saying they're the same thing and not expecting anyone to notice, it's insulting.

BREATHE EASILY

Well, that's got that off my chest. Now to start getting annoyed about the game. Which isn't difficult, because it's the most dismal thing I've seen a respectable software house come up with in quite a long time. Where shall we start? Let's start at the beginning.

The first level is unutterably tedious. It's platform stuff, but to call it bog-standard would be a serious insult to bogs. The graphics are sparse and tiny, and most of the platforms seem, for no adequate reason, to be just too high for Dennis to jump onto, forcing you to take the most tortuously convoluted route possible to get anywhere. Useless stupid baddies litter the level, bouncing dumbly between two points or running pointlessly from side to side. They don't come after you or anything, but in case you're worried about being so unutterably crap that you might actually hit one and lose 10% of the energy in one of your nine lives (you can reduce this number via the separately-loaded options screen if you like, but there are so many 1UPs just lying around that you'll still have about 14 by the time you're halfway through the stage. The

manual also claims that you can make things trickier by choosing from 'Hard' or 'Easy' difficulty settings, but that's another lie), you can always waste it from a safe distance with a couple of shots from one of your pathetic ploppy weapons. It'll come back as soon as you scroll its start position off the screen, of course (of course), but you'll be long gone by then, and never coming back.

The first level is also where you'll find Mr Wilson, Dennis's *bête noir* in the cartoons. Mr Wilson, says the manual, is 'walking around the house, unable to sleep due to his traumatic day. If he spots Dennis he will give chase.' Oh dear. Let's be constructive here, shall we? Let's help Ocean out. Let's suggest how they might want to rewrite the manual for any forthcoming other versions.

'Mr Wilson is pacing backwards and forwards in a small room. No matter how many times you hit him in the bottom with your pea-shooter, catapult or water pistol, he won't notice you're there until he turns round, at which point he'll chase you as far as the door of the room, although then he gets bored and turns back round and walks off.'

WATERY DOOM

Great, eh? The only reason you'd want to go anywhere near Mr Wilson is that he 'guards' a switch in his room which you have to switch to access another bit of the level. The switch actually looks exactly like a light switch (and is placed in a very light switch-like position), but you can only switch it by hitting it with... your pea-shooter? Nope. Catapult? Nope. Water pistol? Of course. I can just see all the little five-year-old Dennis

fans running around their house now, shooting at all the light-switches with water pistols and then lighting up like a Christmas tree. That's just been electrocuted.

Anyway, after about five-minutes of half-hearted aimless wandering through this level, you'll have stumbled across all the necessary collectables and reached the next stage - the Park level. This is actually quite a lot worse than the house stage, because it all looks exactly the same and it's got deadly holes in the floor which don't look like deadly holes in the floor (although, of course - of course - some of them aren't deadly holes in the floor and are actually secret bonus rooms, though there's no way of telling the difference), but suffer it bravely because the next level's more of the exact same. As is the next one. After that you get the most insultingly easy end-of-level boss I think I've ever met, and then it's onto the Sewers, which are like the house only with much less impressive graphics. Things were getting tricky for me by this stage (well, it WAS only my first go), because I was down to my last 11 lives. Lots and lots of really long bits with loads of holes in the ground where one slip gets you killed and sent back all the

way to the start of the level, you see. Ho ho. What a great game this is. What came after the Sewers? I hear you all cry. I'm afraid I don't know. I couldn't see through my tears.

● STUART CAMPBELL

"The most dismal thing I've seen in quite a long time"



He can even jump on water. Wouldn't you just know it?

UPPERS (Long, thoughtful pause) Um... nope, sorry.

DOWNERS Useless graphics, useless collision detection, useless design, useless sound, useless gameplay, useless everything. It's useless.

THE BOTTOM LINE

...oh, and you have to choose between useless music OR useless sound effects, and it doesn't recognise the second disk drive. Useless.

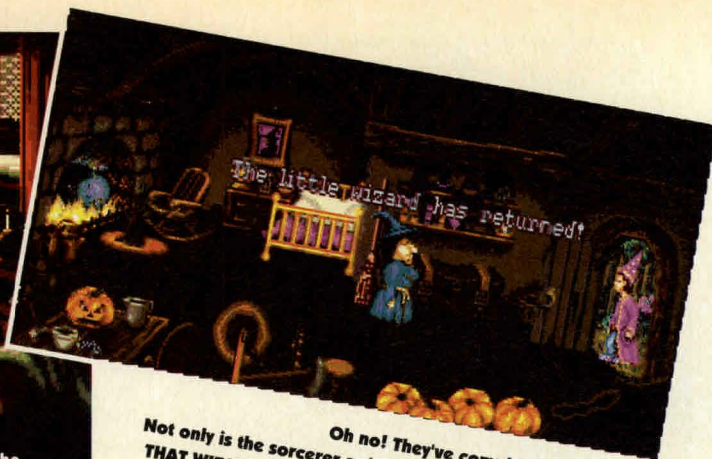
THE BOTTOM LINE

What, you want to think about this drivel coming out on a less powerful machine? Are you mad?



Walk to Look at Open Move
Consume Pick up Close Use

It's good to see that the makers of the game haven't fallen back on stereotypical images of sorcerers. Oh no.



Oh no! They've completely torn it now. THAT WITCH! She's a witch, not a clever or a modern or a witch. Stewth.

SIMON THE SORCERER



The Lake District looks just like this, so go there on your holidays everybody.

Game: Simon the Sorcerer
Publisher: Adventure Soft
Authors: Simon and Mike Woodroffe, Alan Bridgman and others
Price: £34.99
Release: Out now

Ho hum. Another point-and-click adventure game. Another sub-Tolkien fantasy setting. Another quest. Another collection of puzzles to solve. Right. Today's Friday. Simon the Sorcerer's got till Monday to make an impression, or it gets 69%.

'Where?' first of all. And 'Why?' After all, the storyline is everything in a game

like this. You're Simon, an ordinary 12-year-old boy. When Simon the Sorcerer opens you find yourself in a wizard's cottage. How did you get here? How are you going to get back to the real world? Who knows? But look - here's a note. Calypso the wizard has been kidnapped by a baddy, it says, and you have got to rescue him. Then he'll send you home. Well that's certainly kindled my enthusiasm.

'How?' now. At the bottom of the screen are some words like Pick Up, Wear

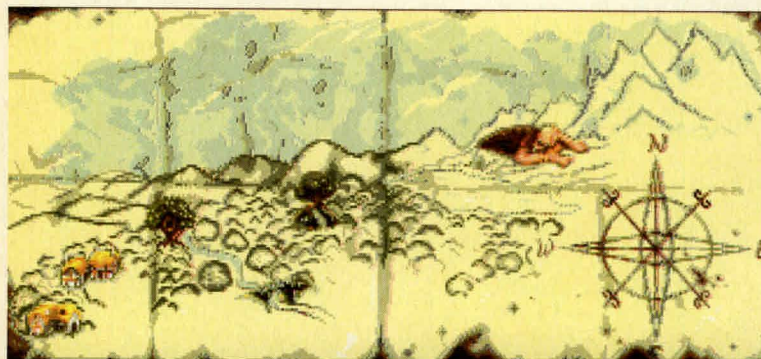
and Look At. Click on them, and then click on parts of the picture above, and Simon will wander about following your instructions. For the most part this seems to work okay, although most of the familiar point-and-click pitfalls are dutifully fallen into. For example, much of your time will be spent painstakingly moving the cursor over the background, watching to see if anything registers as interactable-with. (Some objects are barely a pixel long, and you've no way of knowing just by looking whether they're

anything useful or just a slip of the artist's brush.) Exits from each screen aren't generally marked, even when you move the cursor over them, so you've got to rely on paths looking like paths, and doors looking like doors, which they often don't.

GUESSWORK

If you try to do anything that the programmers haven't anticipated (which in this case seems to be practically anything that isn't directly connected with the storyline) you get a 'That doesn't work' or an 'I can't see the point', just like the very first text adventures back in the 1970s. There's no excuse for any of this nonsense in the late 20th Century.

"Calypso the wizard has been kidnapped by a baddy"



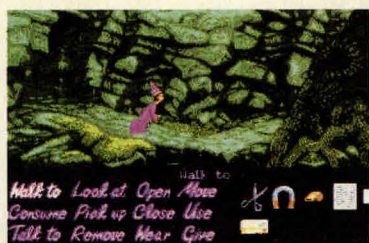
Walk to Look at Open Move
Consume Pick up Close Use
Talk to Remove Hear Give



Giant
Walk to Look at Open Move
Consume Pick up Close Use
Talk to Remove Hear Give

In a vivid example of the revolution satellite imaging was on map making (that's, cartography, technical term fans) we see one with no scale, no contour lines, no...

Oh right - you see a 40 foot high bloke, and the first thing you'd think about was waking him from his beauty sleep. Like he's not going to eat you or pull your arms off.



Purple and gold, is that supposed to be some sort of fashion statement? Ha ha ha Simon, you look so stupid.

Okay: 'What?' What do you have to do? Well, needless to say, rescuing Calypso turns out to involve lots of sidetracking and sub-plots. You've got to talk to other characters to get information out of them, and use objects to solve puzzles. Many of the characters and puzzles seem to have been adapted from fairytales, so as well as the usual dwarves, dragons and barbarians you'll meet the Three Billy Goats Gruff, the witch out of Sleeping Beauty and - bizarrely - what appear to be escapees from CS Lewis's Narnia stories. Variety aplenty? Or merely an uncomfortable mish-mash?

"None of the jokes actually seemed very funny"



Do you think purple's a sensible colour for clothing? I don't, and feel that wearers of purple hats should be shot. Repeatedly.

But hang on. This is a 'humorous' game.

MAKE ME LAUGH

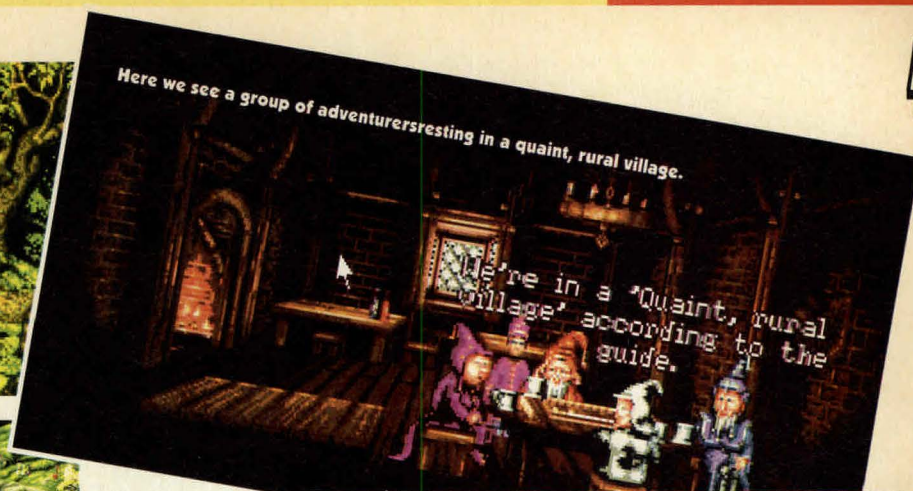
Having done precisely nothing to impress me so far, can *Simon the Sorcerer* redeem itself by making me laugh? Erm, sorry. It threw 'jokes' at me thick and fast, but none of them actually seemed to be very funny. (And I like a chuckle as much as the next man.) I ought to give you an example and let you make your own mind up, but I can't actually remember one.

Okay: point-and-click, puzzles, jokes - there's no avoiding it. This isn't as good as *Monkey Island*. Every screen of *Monkey Island* is packed with amusing asides, irrelevant things to click on,

Okay, so it's a save screen. Cute, isn't it?



Back to this silly costume line of argument for a moment - What possible use is a cone shaped hat? Apart from hiding model pyramids or a very large Cornetto?



little distractions to give the game substance. *Simon the Sorcerer* hasn't got anything like that, or when it tries it, it seems very clumsy and self-conscious. *Monkey Island* unfolds gradually, a chapter at a time, only letting you see as much of the map as is necessary. You'll feel you've explored most of *Simon the Sorcerer's* playing area within the first hour; then it's just a case of wrapping up all the puzzles you've discovered.

Above all else, *Monkey Island* is funny - it's got genuinely funny jokes in it that are impossible to anticipate. With *Simon the Sorcerer* it's all 'Oh, ha ha, I didn't expect that to happen' (sarcasm) or 'Wouldn't it have been funnier if...?' or just plain 'Get on with it'.

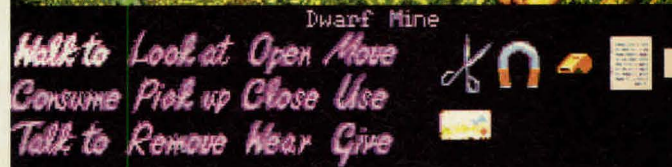
SAY WHAT?

Actually, that's not strictly true. *Simon the Sorcerer* did make me laugh once.

Slightly. You see, much of its humour relies on constantly reminding that you're playing a game - asides to the camera and so on. This quickly gets tiresome, as well as destroying whatever fragile atmosphere the game might otherwise have had, but the first time it happened I did actually laugh. I was in the pub right near the beginning, talking to some people who I knew to be wizards, but who were trying to pretend they were farmers by putting on crap Somerset accents. "No no, but you're wizards," I kept saying. "No we bain't," they replied. "But you are." "Are not," etc. Until eventually I selected the option that said "But whenever I move the cursor over you it says 'Wizards'", and they had to concede defeat.

Some extra marks for that, then? Almost. But unfortunately, *Simon the Sorcerer* spontaneously crashed and reset itself a good ten times during my weekend with it. Utterly inexcusable. 69% it is, then.

● JONATHAN DAVIES



Here's where dwarves go to mine things. It is a dwarf mine. And he is a dwarf.

UPPERS Pretty graphics (very pretty in places), a reasonable number of puzzles to ruminate on, and plenty of opportunities for 'spot the fairytale' fans to enjoy themselves.

DOWNERS Less-than-gripping storyline, not as funny as it thinks it is, a feeling of emptiness, very few deviations from the beaten track, and too much tedious hunting about with the cursor. It manages to be linear without giving the impression that you're ever moving forward and progressing, so it's low on incentive to continue. And it doesn't seem to have been debugged properly.

THE BOTTOM LINE

A bit disappointing, really. I reckon that if you replaced the graphical interface with a textual one, you'd be left with an adventure that would have had trouble passing muster ten years ago. Any mustard about has not quite been cut.

69% PERCENT

THE BOTTOM LINE

We'll be reviewing the **A1200** A1200 version next month (it came quite a bit later than this one) - so watch this space, Sorcerers.

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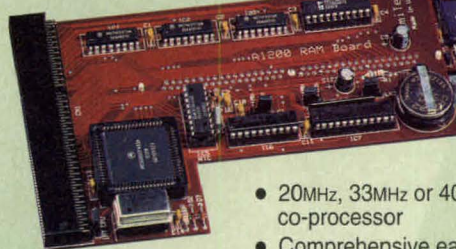
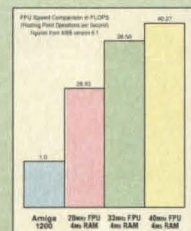
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FRONTIER

(Gametek)

Need help on *Elite 2*? What more is there (or can I think of) to say? Here it is, courtesy of the prize-receiving Mark Chapman of Sussex, William Gibson (no relation) of Northumberland and Martin Menary of Livingston.

It's the long lost toilet brush of Alpha-ten-zero, or something.

STARTING OUT

Begin on the Lava System and quickly upgrade to a Moray Starboat. Don't bother with missiles or Laser – an Auto Pilot or load of fuel is far more essential. Quickly check the bulletin board and take any packages for Leesti. Launch off and visit Leesti. If when you arrive you bump into enemy ships, jump between Disa and Leesti until they have gone. Go to the space station and drop off any packages, purchase as many tonnes of narcotics and fuel as you can afford, and back at Lave sell the narcotics in the highly dodgy Edward's Goods Emporium, pay any fines and stock up. If you were unable to reach Lave Station because of enemy fighters then jump to Disa and try to land there. Narcotics are illegal in both systems so (hem hem) you can get a good price for either. Only sell illegal goods if on the bulletin board Edward's Emporium is available or there are two 'goods bought and sold' ads.

Continue trading in narcotics until slaves become an option. Once you have made a reasonable amount of money, treat yourself to a Constrictor, transporter (from Zaonce), six shield generators, one 1MW beam laser, an Autopilot and 4 naval missiles. Now trade slaves between Zaonce and Lave. Should things approach desperation, only take enough fuel to get you to Disa via Lave. You should by this point be raking the credits in.

The purchase of an Anaconda Freighter with 10 shield generators, a 4MW laser plus every other add-on available will start you on your way to increase your imperial rating. Go to Hoarla -1, -5 and pay the fine to clear your name of being a fugitive. Take a mission to make you a serf and once completed, go to the federal colony of Formalhaut and do the same to be promoted to Private. Purchase a Puma Clipper, what ever that may be, as well.

TRADING

Keep it legal whilst you can afford it. Go for goods with high profit margins; robots, computers and luxuries are worth more than animal, meat and plastics. 'Honest John, and 'Johnson & Son' are police traps so avoid illegal trading with them. If you are caught, bribery will only increase your fine.

COMBAT

Disabled Star Dust and Background Stars and enabled Elite Control Method are recommended. When attacked, focus in on the ship and click with the mouse (a radar mapper should be invested in a.s.a.p. for just such an occasion), increase set speed, dive rapidly, climb occasionally to throw him off your tail. Only fire if you can put 6km or more between you, and disengage autopilot only if you are hit or come within 1Km of the enemy. To improve your rating, visit independent worlds such as Lanande 21185.

AND FINALLY

At Ross 154, the recommended starting position, contact the shipyard and remove your KL760 homing missiles. Go to the stock market and buy as much fuel as possible. (You should be able to afford about six tonnes). Set a course for CD 44 11909 sector -1, -1 then jump to Lyten 205-128 sector -1, -2, and finally got to sector -2, -2. Upon arrival set a course for the planet Emerald and dock at the orbital trading post Machenzies Relay. Check out the Bulletin Board for any goods bought and sold.

At the shipyard, remove your atmospheric shielding, scanner, automatic pilot and MW pulse laser. Because precious metals are illegal you will be paid over three thousand credits per tonnes to take them away. Back at the shipyard, this time exchange your ship for either the same or a Mark 3. Your cargo bay should be empty so reload with precious metals (from the same outlet as before). Provided you are careful, the space cops won't catch up with you, so you can repeat the process (advancing time if stock runs out) until you have as much money as you want.

Space: the final frontier. Hey, great name for a game!

ALIEN BREED 2

Gosh, what an enormous weapon.

(Team 17)

The moment my eyeballs scanned the words "it's far too hard" in Cam's review of *Alien Breed 2*, I mentally reserved a section of the proceeding Complete Control to print the passwords I knew at least one clever-clogs was bound to send in.

Perplexingly though, not one but literally thousands of people have been in touch; some folk completed the game in a week, some in three days, some even on the bus on the way home from the shops. Is Cam just crap at games? (no, he's crap at other things too – ed). Are the general AMIGA POWER-buying public all geniuses? Opting for a happy mixture of the two (*Oh! – Cam*), let's print the codes as provided amongst others, (but most legibly) by Sam Bolton of Oldham.

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Level 1 Landing Pad 2 – 736353
Level 1 Landing Pad 3 – 243433
Level 1 Landing Pad 4 – 378829
Level 1 Landing Pad 5 – 000000
Level 2 Civilian Zone 2 – 353828
Level 3 Civilian Zone 2 – 108383
Level 4 Civilian Zone 3 – 370101
Level 5 Civilian Zone 4 – 982822
Level 6 Security Passage – 847464
Level 7 Science Zone 1 – 737373
Level 8 Science Zone 2 – 928112
Level 9 Science Zone 3 – 287364
Level 10 Science Zone 4 – 193831
Level 11 Security Passage – 090921
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Level 14 Military Zone 3 – 103992
Level 15 Military Zone 4 – 998112
Level 16 Planet Surface – 125332
Level 17 Underground Shaft – 091233

Others of you seem to have found funny things happening with lives, keys and credits if the level code is entered as 098654, 378829 or 736353 respectively. A few jokers thought (but for no given reason) that the number 243433 and 278829 might be useful. And I even found some Action Replay codes nestling in the Complete Control post bag: C01605, C01663, C01673 and C01679.

Name-checks then to Kristen Bygrave of Herts, Stevie Bruce of Glasgow, Paul J. Curtin of Sefton, Alex Baillie of Cleveland, Jeff Herval of Walthamston, Pete Tribe and Wayne Parsons of Southampton, M. Pugh of Gwent and David Macpherson of Dumbartonshire. (*That's enough name-checks. – Ed*)



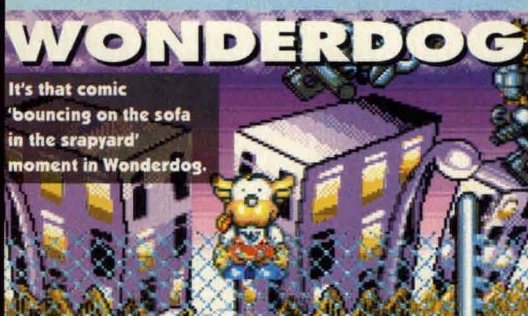
YO! JOE!



Short, be-shaded and sharp – that's Joe.

Hudsonsoft)

Complete Control promises you hints. Complete Control assures you tips. Complete Control will stake its reputation on giving you level codes (from time to time). But no where I'm afraid in the contract is 'a good read' promised. Jokes? No guarantee on those either. And witty introductions? Not even the small print obliges me to come up with any jocular preludes at all. I really don't have to if I don't want to. So here's a cheat for Yo! Joe!, sent in by Matthew Grainger of Cleveland. When you have completed the bonus shoot-em-up stage, keep pressing fire. When the computer counts up the lives, it should give player 2 fifty five.



Core Design)

And here are the level codes for Wonderdog, sent in by Glen Johnson of Halesowen. LEMONADE, PHARMACY, ULTIMATE, DANIELLE, LUCOZASE.



Krisalis)

And here's some stuff from James Carlton of Guildford.

HOW TO BEAT THE BOSSES

ARETH: Jump over him when he charges and duck at the other side of the screen when he throws the ball at you.

VERELLI: When he's on his platform stay near his feet and don't try to hit him. As he sings run out from under his feet to the other side and this will leave you with only one note to contend with. Jump over it and repeat for his next song. When he comes down hit him two or three times and then jump over him. Once you are over, remain as close to him as possible for maximum effect when attempts to blow you up.

YMNASTY ASSAIN: When she runs at you jump over her. When she jumps, duck in the centre.

UMO WRESTLER: As he waddles towards you, jump over him and then duck near him as he throws the ball away.

CAB: When he flies up, run to the left of the screen then when he comes down, stay in the middle. When he appears to the left, jump over his hand and stay in the middle.

HIRED GUNS

(Psygnosis)

"From the beginning you know you're in for a treat," said Steve when he reviewed this one. He then went on to explain what the game was all about – a four-way *Dungeon Master* clone, topped to the brim with atmosphere, an excellent weapons system and brilliant psionic devices. "Miss it at your peril," Steve said. He loved it, and recommended it in every way. But did Steve include any hints or tips? No he didn't – and once again the responsibility seems to have fallen to me. I've, ahem, actually lost the letter telling me who sent this guide in, but I'll find it and let you know next month when we conclude.

CHARACTER SELECTION

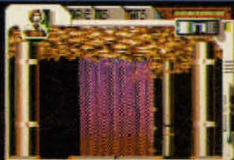
CHARACTER	PHYSIQUE	AGILITY	STARTING WEAPONS
Adell	94	196	Auto gun, Stunner, Grenades
Bonden	207	106	Shot gun, Grenade launcher
Clavius	152	150	Blaster, Grenades, Mines x2
Cheule	129	160	Assault rifle, Grenade launcher
Cim	320	28	Mini gun, Flamer, Rifle, Grenades, Sentry gun
Cim-Lite	240	44	Laser, Shot gun, Grenades, Sentry gun
Desverger	187	85	Sniper rifle, Stunner, Grenades
Jenillee	95	211	Stunner, grenades
Katrina	131	144	U.P.B.I. gun, Mine, Grenades
Kiurcher	190	75	Super Covert, Flamer, Grenades
Miyriel	100	132	Blaster, Stunner, Grenades, Sentry gun
Rorian	156	105	Silent auto, Revolver, Grenades

This should be useful considering nowhere in the four manuals is this information given. Any recommendations? The two battle droids, Cheule and Kiurcher make up a pretty mean party.

LEVEL HELP

Sort out your back packs, guns, Psi-amps and food. You'll want the Mini Gun on the first mission – to get this you must jump a character with high Agility and low Weight (not a droid) through the hole at the top of the three lifts and collect the Access card. Outside this level there are a couple of pushable blocks which leads to a switch. Use a droid with suitable ammo in the water. The laser will be ruined before you can return it to the surface but the the Silenced Super Covert will make a good backup weapon if ammo runs low.

To avoid being trapped on the cave mission send any laser carrying-characters through the cave section and down the stairs. Locate the ascending



MIA



00-0027 New Europe
Torre, Miyriel
Cyborg, 100 years
Interfacing IV series

The right choice of companion is an absolutely essential part of any successful expedition.

set of stairs and teleport, but upon materialising ensure you don't touch the barricading block or the others will get stuck. Take the others to the other set of stairs where the water is rising and sinking – this is safe because there are chances to breathe. Up the stairs and after a smattering of killing you'll uncover a door. To reach the crate send one person up the lift and over to the left when he appears out of the small tunnel. Drop down, and once again when in possession of the gun and ammo. Watch out for the Rhal here. When you kill him, place a proximity mine on the floor in front of the button, press, and step back and left before the lift goes in order to rescue the remaining member of your party stranded at the base of the lift. This, however, takes practice. If you don't quite feel up to it, retire to a safe distance upon pressing the button, and walk back down the long way and retrieve him.

The laboratory test site is rather tricky. It does not need completing, but if you want to give it a shot the Laser Flux Cannon, the odd machine gun, the watertight Psi-amp and as many grenades as your pockets will hold will come in useful. The Fusion Reactor mission is not worthy of noting except for pointing out that there actually two bits to it. The second part which you are taken to by the lift initially resembles the first. That is until you turn left (Yikes! – a Robodyne) or turn right (Yikes! – two of them). These are best disposed of at long range with a grenade launcher. And whatever you do, don't leave the level without the Fusion Power Core Ring.

To clear the room scattered with land mines, open the door and lob in a grenade. The proceeding levels increase quite severely in difficulty, so one thing you must be wary of is leaving characters standing in the open even if there appear to be no enemies around. Make sure you lock them in a secure room – it is even possible to find baddies dropping in from the ceiling. Most levels are surrounded by water, so don't forget to drop a droid in to have a scout around, saving the game beforehand. If you find yourself waiting for a descending lift, chuck a grenade down the shaft before calling it up. Any monsters who may have been waiting for you are in for a nasty surprise. And some last minute general advice. Do not fire and then run forwards (you may run into your bullets). And if you run low on food and droid repair then repeat the first mission and you can stock up on more.

Coming next month:

Multi-player, baddy and weapon advice. Hold on to your horses.

DON'T FORGET

Here's the deal – you send in your finest tips, and if we like them, we'll print them. And if we really like them, we'll print them and send you a prize.

The address? Why, it's Complete Control, AMIGA POWER, 30 Monmouth Street, Bath, BA1 2BW.

Someone's gone missing. Blimey, skivers eh? You turn your back for a minute and they're off down the pub.

Okay, by now you know how we feel about people who spend 30 quid on a game and then want to be told how to play the damned thing in the tips pages. This month, the tips aren't of the absolute solution or help type such as we've been giving away with *Ishar 2* and *Nippon Safes*. Nope, this lot are in the form of combat mission briefings with real terminology stolen from the, gasp gasp, low payload high delivery saviour of World Leaders, Admirals, Generals



and Menzies Campbell; Defense News. So, readers who are into the idea of World Peace and ontological discussions stop reading now. We're going to explore the incendiary scenario of cost effective fatal compromise and thrust vectoring avionics. Does that make complete sense to you? Good luck gentlemen, you're going to need it.

PIC 1

Bit of a cheat this tip. Use the first mission for manoeuvre practice. Most important in the rest of the game is the ability to out rotate the enemy. Watch which way his guns are pointing. Keep moving and shooting. You know you're heading in the right direction to becoming an Ace pilot when you can complete this mission with the use of your chain gun only and not take a hit.

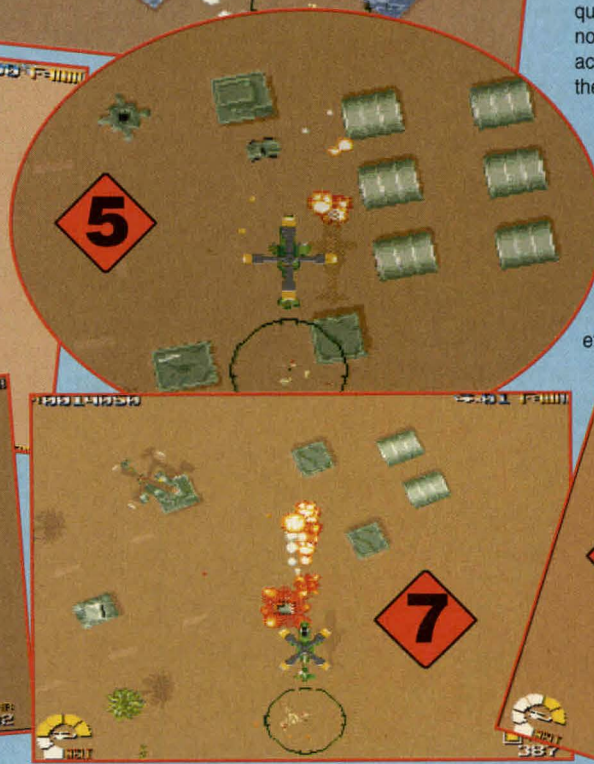
PIC 2

Ooh, I love this one, I really do – Mission 2. Fly over the concentration of tanks and call up an Air Strike. Get out of there quickly. The missiles fired by these tanks home in in a rather nasty manner which can quickly relieve you of the ability to breathe oxygen. Do not go back to the scene until the Air Strike has actually burst. If there are any surviving tanks, take them out with Air to Ground missiles.

There is a high probability of some munitions icons floating around. Collect them all. Their effects are cumulative ie. you increase your weapon payload.

PIC 3-4

Mission 3 provides another opportunity for some practice. At the earlier levels, the choppers aren't so aggressive. Their missiles aren't as accurate or effective. So take the time to study their attack patterns. Your choice of weapons is limited to Fire and Forget's (FFR's) or Air to Air



SEEK & DESTROY

Interceptors. Funnily, when you use the Interceptor option, the choppers become all coy and sneaky. If you just hang about in the air they will not come near you; from the front at least. The best option here is to use the FFR's. But move around, most choppers are of a kamikaze bent and think nothing of flying into you. Oh, and to make the possibility of completing this level a certainty, explore the map a bit, shoot the living daylight out of any buildings you happen across. They might just be concealing some shield or fuel icons as well as various weapon power ups.

PIC 5-6

Mission four is primarily a ground attack mission. In order to make it successful though, you've got to prepare a set of priorities. The first of these is to eradicate without mercy whatsoever at least 60% of the enemy helicopter population. You're going to take hits though, no matter how well you play. Make sure that you leave no building undestroyed. They are hiding those all important shield and fuel icons.

PIC 7-8

Okay, no mission in particular, just a load of strategic advice on the subject of weapon economy. On later missions, you'll come across a mixed population density of buildings and ground to air missile launchers. Use your FFR's to take out the missile launchers hiding among the buildings.

In other instances, once you've familiarised yourself with the workings of your ground to air missiles, you can steer the automatic tracker to alight on enemy launchers. Do not waste these valuable weapons on mere buildings.

PIC 9

Mop up unprotected buildings using your chain gun. This is a very good sound economical idea. It saves wasting FFR's and anything else you care to mention.

PIC 10-11

Concentrations of mobile ground to air missile launchers can be tricky. Switch to some good ol' tank bustin Napalm and fly away. Line yourself up with the particular concentration that's causing you trouble and fly straight towards them. Release the

vaseline killer and soak up the atmospheric "Catch this" of your co-pilot.

PIC 12

Last of the desert based missions here. It is imperative that you make full use of your plethora of weapons. Mop up loose helicopters before attempting to land to collect the hostages. To take off and land quickly, repeatedly press the up and down cursor keys. Pat yourself on the back when you are finally able to complete this mission with one copter.

PIC 13-14-15

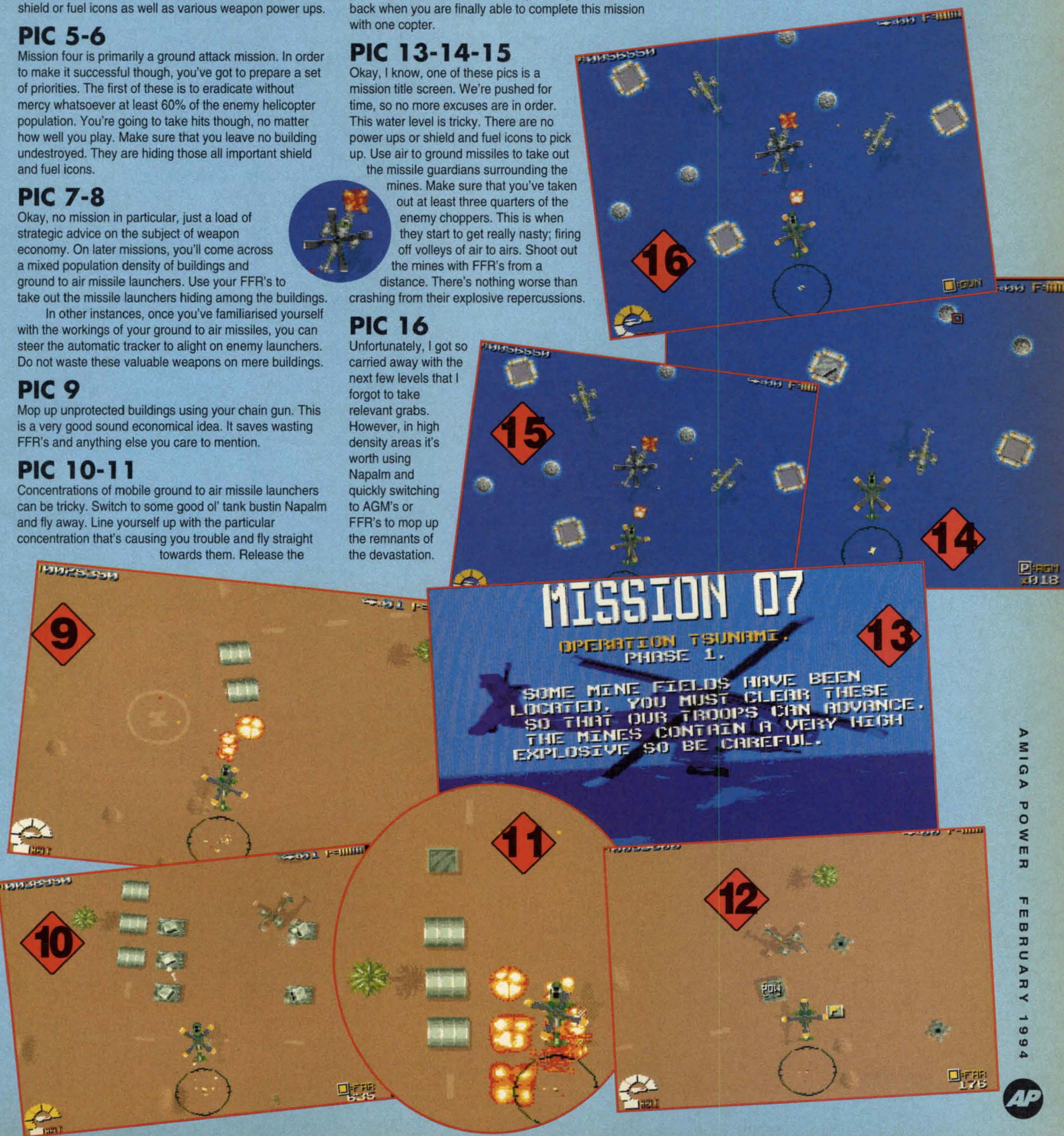
Okay, I know, one of these pics is a mission title screen. We're pushed for time, so no more excuses are in order. This water level is tricky. There are no power ups or shield and fuel icons to pick up. Use air to ground missiles to take out the missile guardians surrounding the mines. Make sure that you've taken out at least three quarters of the enemy choppers. This is when they start to get really nasty; firing off volleys of air to air. Shoot out the mines with FFR's from a distance. There's nothing worse than crashing from their explosive repercussions.

PIC 16

Unfortunately, I got so carried away with the next few levels that I forgot to take relevant grabs. However, in high density areas it's worth using Napalm and quickly switching to AGM's or FFR's to mop up the remnants of the devastation.

I really enjoy playing *Seek & Destroy*, so this is one game that I wouldn't mind doing some more tips for next month. Whether I'm allowed to or not very much depends on my own success at getting to the higher levels and how much time the editor thinks it's worth me devoting to playing games instead of writing about them. Still, when the going gets weird, the weird turn pro. That's what I always say. Ciao for now.

● STEVE MCGILL



UP THE CREEK?

Then you need...

THE LAST RESORT

with Rich Pelley



If stuck your first resort should of course be to write into The Last Resort with our last resort of a host, Rich Pelley.

I have no handicap coming to terms with the personal pleasure I derive compiling The Last Resort month after month, but what I am far less assured of is what effect this job actually has on my credibility. As of yet, I have had no proposals of marriage, no hordes of fans camping on my doorstep over night and no photos of me discreetly shopping at Tesco's published in the National Press. Heck, I've never even been sent any fan mail. That is, until yesterday when a letter from a Mr D. Bird of Cannock arrived. "Dear Rich, have you got a cheat for A-Train? Yours Dale Bird." Schucks, and yes, Mr Bird, I'd love to marry you.

STREET FIGHTER 2

Q "I have heard that there is a cheat which enables you to play as the bosses. What is it?"
Richard Tipton, Hereford

A We printed one method in issue 23, but considering all the hoo-ha that followed it (where Bath's main post office actually had to take on extra staff in order to handle all the complaints with our name on them that they were bound to pass on), there's a chance it may not have been too helpful. Recently though, another cheat arrived which, if true, could have many a Street Fighting 2 fan rejoicing wildly in the

LOOSE ENDS

Please help here where I couldn't

Q "Any help at all on the very last level of DUNE 2 would be appreciated considerably. I'm up against the force of everything and it's a bit much."
Darren Taaylor, Llanelli

Q "Day four of WILLY BEAMISH is the crux of my problem. In spite of trying everything I can think of, I still cannot win the frog race. Just how do you move forward?"
P Suckling, Coventry

Q "I need some help on DUNGEONS OF AVALON 2. Has anybody explored the Dungeons of Isla, and located the Prisoners who say 'You have saved our lives, take this key as payment. It unlocks the Map room of Isla'? If anybody has, then could they explain why when I click on inventory, there is no key? And whilst they're at it, would they tell me

why in the Tower of Roa the guard tells me 'None may enter without a permit,' even if I have it?"
Steve Evans, Rugeley

Q "I hope you don't mind me asking, but I really would like to enquire what I have to do next. I am in the Crughon prison with a lance, key, document, newspaper and blow torch, and have opened the air duct. In FUTURE WARS, that is."
Paul Miel, Lossiemouth

Q "I have come a cropper in METAL MUTANT, the subterranean level. I've come across this big robot with a whip that barks quite a lot on the first floor, as well as loads of interlocking pipes. Lucky old me, eh? But these pipes are connected with gates, and if you don't open them in the correct order you

explode (Hell of a security system - Ed.) and the robot always kills me before I can seriously damage it. What is the correct sequence? And are there any cheats?"
Mark Reid, Killiney

Q "On the museum level of BART VS THE SPACE MUTANTS, could anybody help me locate the final goal? I can only collect the first four letters of the word 'Homer'."
Dharmesh Parekh, Preston

Q "Hey! - The Last Resort wouldn't be complete without at least one reference to LEGEND. (And I may have even had this one before, but I couldn't actually be bothered to check. - Rich.) I have become out of my depth on level three in The Dark Tower. There are Damage, Healing and Paralyse and Dispell runes on the floor (one of each),

and also two damage runes and two healing runes in the left corner. I've attempted spells connected with these but I'm afraid I still can't reach the chest at the top right corner."

C. Robson, Burton on Trent

Q "I've dressed as a woman, bought the SQ IV Hintbook and located the wire. But enough of my personal life. I'm stuck in SPACE QUEST IV. Every time I go down the stairs I get shot. Why does this happen and can you help me to avoid it in the future?"
Patrick Gratt, Malta

Q "INDIANA JONES AND THE LAST CRUSADE. How do I get the cross in the Cross of Coronado?"
Davinia B. Kent

Q "In the same game, I am stuck on the bit when there are six skulls to play in the catacombs and you refer to Abbes Hildergard's obscure musical notes in the computerised Grail Diary. I just cannot for the life of me work out what combination of notes you have to play."
Gerard Lee, Glasgow



streets into the small hours. (You can forward all your complaints to Anthony Gunn of Uddingston this time, though.) "Pause a two player game," it said, "and type in 7KIDS. The screen will flash and then you can be the same person as your friend."

When selecting your character, you may also like to try selecting Blanka, and typing in PATIENCE. The screen will flash yellow, and having chosen which character you actually want to play (putting any reputation Anthony may have had to stake here) F10 will bring your power back up when necessary."

PRINCE OF PERSIA

Q "I've got to a part on level seven where I have to avoid a switch without landing on some spikes but I can't seem to achieve this."

Nicholas Forrer, London

A The solution to your problem, and indeed all the problems you encounter, were spread between issues four, five and six. However, I actually completed P. of P. without any help from the solutions at all (before they were even published in fact) which just goes to show what a top games player I am. You think I need to go running off to consult a back issue every time someone poses me a problem? [THINKS TO HIMSELF - CRIKEY, I CAN'T EVEN REMEMBER HOW MANY LEVELS THERE ARE IN PRINCE OF PERSIA, LET ALONE WHAT THE HELL HE'S TALKING ABOUT. CONSULTS NEARBY ISSUE FIVE. A-HA, THIS IS THE BIT.] Stand to the very left of the switch tile, and take a standing jump - this should clear both the obstacles. Ah. Don't you just love being in control? (We'll have to take your word for that - Ed).

WONDERLAND

Q "Four years ago I purchased this game for the Amiga 500. After continual playing blah blah... got stuck... blah... found solution in magazine... blah... had children and stopped playing... waffle... brother threw away solution drone on and on... restarted playing rhubarb and (ah ha!) I've been to the rabbit's house, the Palace and Duchess' house but for the life of me I can't reach the Hatter's party. You are my only hope. Please, please can you help me?"

Miss Mandy Aylett, Middlesex

A Don't fret Miss A., I happily have a solution from another magazine at my disposal (quite possibly the one you had actually), and I'll tell you what I'll do. I'll mercilessly steal out everything it says you should do between leaving the Duchess's house and arriving at the Tea Party for your own personal usage. Okay? So here we go then: Go to fountain, hold potion in mist, go to tree, fill saucer with cream, get sugar, go to mushroom, give sherbert to caterpillar, cut mushroom, go to palace, enter, show pass to guard, give pink gloves and fan to rabbit, get hook from coat of arms, go to conservatory, get handle, go to throne room, get growth chunk and eat it, stand on throne, pull bell pull, get down, S, get card, N, go to kitchen, get steak, SW, open door with

CASES CLOSED

Knowing you are helping out those in need is the prize here. So why anybody bothers writing in is beyond me. I guess you're all just wunnerful human beings.

K.G.B.

Q Andrew Whittle of Littlehampton dared question the accuracy of the solution we'd previously printed to this one. Cheeky monkey.

A "I think it is Mr Whittle who is at fault actually. What I suspect he is doing is playing the wrong video in Verto's studio. The tape lying around is a totally irrelevant black and white film, the one that you should play giving evidence of Verto's activities is in the draw beneath the TV. Now when you return to Department P, Vouloir will still moan at you for letting the American go, but the game will not end provided you reply with something like 'He was a pawn in my plans'."

Daniel Watkins, West Wycombe

DEUTEROS

Q Two months ago, Andrew Clarke of Manchester's silver and platinum situation wasn't looking too healthy.

A "You should think yourself lucky you don't have an A1200, Andrew, the game doesn't even run on it. (And thank God you haven't got a Dragon 32; it doesn't work on that either. - Rich.) Build a 105 ship with three tool pods attached. Place a grapple onto each pod and plot a course for the Asteroids. Upon arrival, take a peek at the contents of the asteroids and retrieve any silver or platinum floating around."

Andrew Whiffen, Kent

A "And you may also like to try out this cheat. Go to the surface or orbital stores room, press SHIFT C twice. (The screen will go green and then back again). A set of numbers should have

cellar key, NE, ask chef about paper, go upstairs to landing, W, get card, open draw, get key, E, E, open cabinet, get bottle and lens, W, Up, get card from inside telescope, stand on tea chest, use lenses with telescope, close on eye, look through (continue turning and looking as far as possible), go to secret tunnel, get key, go to treacle well, fill jug with treacle using handle winch and rope, get card from under footbridge, go to treehut and - heck, you're almost there.

ARE YOU SURE..

Q "I'm entertaining close friends for dinner next week. I'd really like to impress them with a fancy dessert, but I seem to have totally exhausted all my ideas and I'm at my wit's end. My son says you can answer any question. Please can you help?"

Mrs D. Smith, at home

appear in the corner of your telly. Click on the Master Control icon (preferably) and get yourself to the stock screen again. Every researched product should appear to have one icon in stock, but in truth infinite supplies are at hand, and orbital space stations can now also be built with one frame section. Also, when you are about to be taken over by a Mechanoid fleet, keep to the screen where a picture of an Orbital Factory fills the view. Advance time until the piccy of the factory disappears, then go to the square where the self-destruct mechanism is located. Click on this square, activate and immediately deactivate the self destruct. You should now find you have your colony back and no less than IOS drones."

Alex Barley, Somewhere

LEGEND

Q Level eight of Fagranc is a veritable bummer. Laurence Brown of Luton had certainly got his knickers in an acute twist over it. Fortunately, unwrapping them seems simple.

A "Mix a Rune Master's spell as Missile, Paralyse, Surround, Paralyse, Missile, Paralyse and cast it on the tile displaying the Paralyse symbol."

Deprez Koen, Belgium

BART VS THE SPACE MUTANTS

Q Kieron Hughes of Southampton was looking particularly nonplussed whilst attempting to finish level one a couple of issues ago.

A "Stand just to the right of the retirement home, and fire a missile to the right to open the purple blind.

Stand at the crack in the pavement at the middle of the sign and fire a missile to the left to open the other blind. Go left, spray the water fountain and jump over the alien. Go left and walk under the aliens when they are both in the air (once every three jumps). Go left again, jump up at the bush before the aliens and collect the coins. Jump over the aliens by taking a running jump before them, and collect the coin from the bush. Ignore the next bush along (it's festering with wasps), hang a left to the next lot of aliens and wait about six or seven seconds before walking under them. Fire a missile at the bowling sign to turn it on, head left, spray water at the fountain and walk back to the old folks' home. Stand at the crack in the pavement before the first of the three aliens pass the door, and let rip with your last missile to the right." That should sort it.

Richard Donoghue, Hull

BAT 2

Q Some people always need pointing in the right direction. Such a man is Robert Penn of High Wycombe.

A "Make an appointment with the bank manager and go see him. Return to Sylvia in the the tourist sector, talk to her about the agenda, go to the north sector and find the Peristyle bar (not to be confused with the Peridon bar). Enter the cubicle at the back and purchase the memory tablet from the software dealer; this tablet will contain information regarding your next move, but you'll have to place it in BOB to read what it says.

Matt Graham, Taunton

More altruistic gestures, please.

A Simple - $\sin x \, dPn(\cos x)/d(\cos x)$

A-TRAIN

Q "Is there a cheat?"

Dale Bird, Cannock

A Yes, there is. During the game type in CHEATERCHEATERWIMP for lots of dough.

That's all for this month folks but don't forget to keep those questions and answers coming in. The best we publish are often awarded a random software prize from the big filing cabinet kept here at Amiga Power Towers. See ya!

A A Pistachio Nut Meringue Gateau with Rose-water Cream and Strawberries always goes down well when I have people round. Whisk 4 egg whites, fold in 225g caster sugar and 75g of nuts and bake at 140c for one hour. Spread 125ml of cream whipped with 1 tsp Rose water on one layer of meringue, cover with sliced strawberries, place on the other meringue, dust with icing sugar, and decorate with piped cream rosettes, more nuts and kiwi. Simple, impressive and thoroughly delicious!

THIS IS THE RIGHT PLACE?

Q "Find one solution of $d^2W/dx^2 + d/dx (W \cot x) + n(n+1)W=0$ "

Worried, on the streets

The Last Resort, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW. That's the address to write in to. Not forgetting to mark your envelopes 'Questions', 'Answers' or 'General Fan mail' accordingly.



never work

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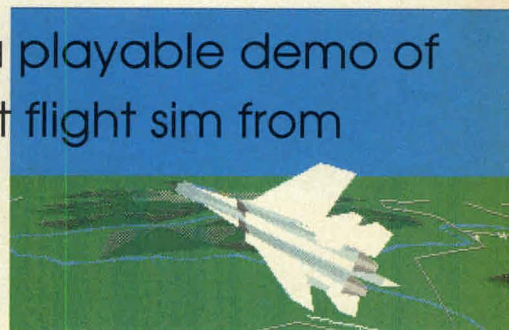
We've dispensed with the boring old competitions where you win what we want you to win. In *Amiga Format* 56, we're offering you the chance to win anything you like. Yep, if you can justify it to us well enough, and we're very easily convinced, we'll let you buy anything you want for your Amiga up to a value of £250.

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And if you want to know what games to play. Why not buy *Amiga Format*? It's better than any other Amiga magazine for a start.

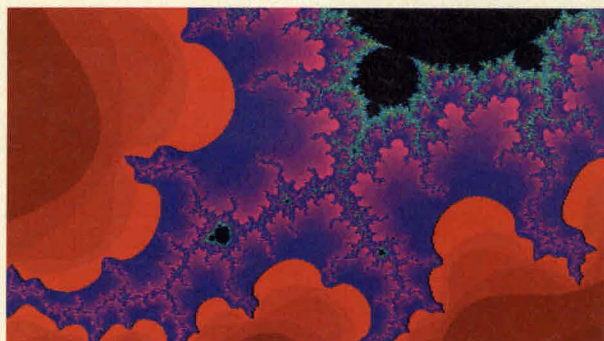
And this month it comes with a playable demo of *Tornado*, the hot new combat flight sim from Digital Integration.



This month also has a great three-level demo of *Toado*, a frenetic new version of that ancient arcade fave – *Frogger*. It's more fun than we can say in mere words. So here's a picture.



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SOFTWARE

For Sale: Amiga Power issues 1-31 £2.75 each. Amiga Format issues 1-36 £2.00 each. Includes all disks and postage.

Ian Walker
0207 506 124

For Sale: *Monkey Island 2*, *KGB*, *Lure of the Temptress*, *Curse of Enchantia*, *Legend of Kyrandia* £12 each, or will swap for other adventures.

Lee Stonehewer
0706 842 515

For Sale: *Datastorm*, *Kid Gloves*, *Asterix*, *King's Quest 3*, *Pipemania*, *Rick Dangerous*, *The Simpsons*, *Zork 3*, *Emotion*, *RVF Honda*, *Dungeon Quest*, *Double Dragon 2* and *3*, *Trivial Pursuit*, *Captain Planet*, *James Bond*, *Terminator 2* and *Onslaught*. All originals, £5 each.

Dumbi Obiorah
081 318 3309

For Sale: Will listen to money offers for *Powermonger*, *Epic*, *Monkey Island 2*, *F29 Retaliator*, *Borodino* and *Mega Lo Mania*.

Nigel Pope
0637 878046

For Sale: *Epic*, *Putty*, *John Madden*, *Sim City*, *Five Nations Rugby* £8 each £35 the lot.

Chris Keitaley
0475 658736

For Sale: *Syndicate*, *Monkey Island 2* £15 each. *Powermonger* £10, *Alien Breed 92*, *M1 Tank Platoon*, *Heroquest* £5 each. £50 the lot.

Paul Suart
0533 386822

For Sale: *F1GP* £12, *Mega Lo Mania* and *First Samurai* £10 each, *Kick Off 2* £5, *Populous 2* £12, *Z-Out* £5, *Hunter* £9, *Powermonger* £9, *Sensible Soccer* £8. All boxed originals.

Stephen Wheatcroft
0773 830467

For Sale: All boxed and as new: *Batman*, *IK+*, *ESWAT*, *Metal Mutant*, *Seven Gates of Jambaca*, *Yolanda*, *Hyperforce*, *Caesar*, *Wreckers*, *James Pond*, *Toobin*, *Darkman*,

Exterminator, *Battle Isle*, *Night Shift*, *Stack Up*, *Moonshine Racers* £2.50 each.

Kelly Tory
081 596 1016 after 6pm

For Sale: *Superfrog*, *Dynablasters* and *Robocop 3* £10 each.

Mark Turner
0703 767556

For Sale: *Flashback*, *Project X*, *Desert Strike*, *Zool*, *Body Blows*, *Superfrog*, *Lionheart*, *Putty*, *Rainbow Islands* £10 each or £70 the lot.

Sean Watson
0232 620001

For Sale: *Shadow of the Beast* £5 or swap for *Pinball Magic* or *Bubble Bobble*.

Paul Brassey
0704 231810

For Sale: *Mega Lo Mania*, *Putty*, *Monkey Island*, *Worlds of Legend*, *Crazy Cars 3*, *Blues Brothers*, *Titus the Fox*, *Sensi Soccer*, *Pinball Fantasies*, *Jaguar XJ220*, *Toki*, *Lotus*. Any sensible offers.

John Christopher
0702 76264

For Sale: *Zool* £12, *WWF2*, *Shadowlands* £15, *Dynablasters* £17 or will swap one of these for *Ishar A1200*.

Paul Syme
0842 764495

For Sale: *Syndicate* £20, *Lemmings* £5, *Street Fighter 2* £16, *F-19* £8, *Zool* £15. All for £60.

Joe Harkness
0272 446646

For Sale: *F-15 Strike Eagle 2*, *Macdonald Land*, *Back to the Future 2* and *Days of Thunder*. Reasonable offers or will swap.

Alan Fleetham
0900 815208

For Sale: *Streetfighter 2*, *Premier Manager*, *Graham Taylor*. All boxed £12 each.

Stuart Winter
0732 832756

For Sale: *Prince of Persia*, *Robocop 3*, *Super Space Invaders*, *Premiere*, *Chuck Rock*, *Lotus 2*, *Populous 2* and *Chart*

Attack Compilation £10 to £15 each.

David Norton
0440 708312

For Sale: *Jaguar XJ220* £10, *Transarctica* £10, *Premiere* £10, *Rainbow Islands* £4.

Michael Seal
0250 874633

For Sale: Too many Amiga games to list, including *War in the Gulf*, *Populous 2*, *Assassin* and *Elite*. All boxed with instructions. Make me an offer!

Rod Grant
031 663 6377

HARDWARE

For Sale: Amiga 600; boxed as new, plus over £200 of games and utilities. £200 O.N.O.

Ian Dobbryn
071-732 6916

For sale: A500 1Mb, one joystick, two mice, over £150 games & free Action Replay Mk III - £250 O.N.O.

Dalbir Randhana
081-897 8023

For sale: A500, 1 meg, TV modulator, dust cover, mouse & mat, 20 boxed original games (including *DPaint III*) and A500 manuals. All for £298.

Chris Spratt
0372-378444

For sale: A500 +, 1Mb, Joystick, mouse, *Deluxe Paint III*, *Captain Planet*, *Lemmings*, *Bart vs the Space Mutants*, *Workbench* - £180 o.n.o.

Susan Busby
0703-781472

For sale: Gameboy & Handyboy, four games, *Super Mario Land*, *Super Tennis*, *Tetris*, *Pac Man*. Good condition. £75 o.n.o.

Chris Cowell
061-764 1618

For sale: Sega Game Gear (boxed) with mains adaptor, four games - *Sonic the Hedgehog*, *Shinobi*, *G-Loc*, *Super Monaco G.P.* £95.

Adam Henry
0268-710627

For sale: A500 1/2 meg, joystick, five games, mouse and mat, utilities, excellent condition £250.

Martin Geldout
0424-730 332

For sale: Brand new A600 with WWW pack plus *Zool*, *K.O.2*, *Amos* & *Interword* W.P. Only £155

Philip Andrews
0473-211376

For sale: One meg A500. Over £1000's worth of games. Locking box for games, plus two Cheetah Bugs. Fantastic buy. £350 O.N.O. secures.

Blair Templeton
06443-241

For sale: Amiga 500, 1Mb, two joysticks plus accessories, condition as new. Over £250 of software. Included in price - £275 o.n.o.

John Austen
0734-403038

For sale: A1200 plus two joysticks, mouse etc. four months old inc. nine original top games e.g. *Syndicate*, *Flashback*, *Zool*, *Gunship 2000* etc. etc. £395 o.n.o.

Chris Pierrot
0233-660633

For sale: Amiga 500 1Mb, two Bug joysticks. Mouse. Over £1000's worth of games. Excellent for Christmas. £320 o.n.o.

Blair Templeton
0560-320470

For sale: A600 with colour monitor, two joysticks and 24 games including *Sensible Soccer*, *Humans*, *Superfrog* and *Chuck Rock 2*. £300 o.n.o.

Steve Alexander
081-941 8397

For sale: A500 with 1meg, joysticks, mouse and loads of games. All boxed. Everything in good condition. £250.

Nick Emmett
0532-582141

For sale: Amiga 500+, *Pinball Dreams* and *Lemmings*. Joystick, mouse, power supply £99. Mostly boxed.

D. Freedman
081-952 2067



secret garden

WANTED

Wanted: *Fate - Gates of Dawn* with manual. Will pay up to £10.

J.D. Dewhurst
0706-227607

Wanted: *Historyline*. Will pay £15 for original boxed with instructions. £10 for original disk only.

James Lesworth
0726-851505

Wanted: *Warlords*. Will pay £10 for an original with instructions or £7.50 for original only.

James Lesworth
0726-851505

Wanted: *Bombjack* or *Mighty Bombjack*. Will pay up to £10 for an original (any condition).

Steven Sharkey
0768-899773

Wanted: I desperately require *Bak to Skool* for the Spectrum on 3.5 disk or cassette. Will pay any reasonable price. Please help.

Keir Turner
031-334 1861

Wanted: I am willing to pay £15 for *Dogfight*, boxed with instructions for A500+

Michael Plowman
0992-460266

Wanted: I will pay £5 each for *Voyager*, *Cavitas*, *Anarchy*, *Rainbow Islands*, *Hudson Hawk*, *Smash TV*, *Gem-X*, *Carrier Command*. Boxed originals only.

Martin Crossan
0786-817762

Wanted: *Desert Strike*, *Another World*, *Monkey Island 1&2*, *Beast 3*, *Zool*, *Nick Faldo's Golf*, *Darkseed*. Boxed originals only. Will pay £12 for each.

Enda Rorton
0502-34052

Wanted: *Pools Predictor* with instructions. Will pay up to £25.

James Lyons
041-956 4488

SWAPS

Swap: *My Monkey Island 2*, *Maniac Mansion* and *Fireforce* for *Indy Jones Graphic Adventure*, *Syndicate*, *Dogfight* or *Lure Of The Temptress*.

Anthony Caria
081 570 2852

Swap: *My Graeme Souness*, *Chase HQ*, *Beverly Hills Cop*, *World Cricket* or *Man Utd* for *Graham Gooch Cricket*, *Wings*, *Reach for the Skies* or *No Second Prize*. No pirates!

Michael Stokes
0685 874285

Swap: *My Body Blows* and *Lemmings 2* for *Flashback* or *Desert Strike*. Will also sell for £14 each.

Neil Clark
0851 870 460

Swap: *My Smash TV*, *Ghouls N Ghosts* or *Sensi Soccer* for *Star Wars*, *First Samurai* or *Striker*.

Malcolm Simpson
0292 283 930

Swap: *My Paper Boy 2* for *Pinball Fantasies* or *BC Kid*.

Wayne Howard
0268 680 154 after 6pm

PEN-PALS

Robert
16 Madison Ave
Cathcart
Glasgow
G44 5AQ

Pen pal wanted aged 16-17. My interests include football, computers and art. 100% reply.

Stephen
195 Ermin St
Stratton St Margaret
Swindon, Wilts
SN3 4NA

I own an Amiga and would like to contact any computer enthusiasts on the continent.

Themis
73 Paramythias St - 131-23
Nea Liossia
Athens
Greece

18 year old Amiga freak and Pet Shop Boys fan seeks his international alter-egos for correspondence.

Charley
15 Holmbrook
Tyldesley
Manchester
M29 8XJ

12 year old seeks anyone around my age. I like RPGs, WWF Wrestling and astronomy, and own an A500+ so just start scribbling!

Dean
37 Hilldrop Rd
Tufnell Park
London
N70JE

Pen pals wanted from anywhere aged 12-16. I'll reply to everyone, so get writing.

Joanne
16 Oakdene Rd
Ramsgate Kent
CT12 6DR

I'm 14 years old and will write to everyone, young or old. Write to me NOW.

Simon
457 Rotherham Rd
Barnsley, Athersley South
South Yorkshire
S71 1UX

I'm looking for a pen pal gamesplayer who likes games and reading and is about my age - 16.

Matthew
38 Landgate Rd
Handsworth
Birmingham
B21 8JH

I'm 13 years old, and like drawing, animating, making music, writing games and using Hyperbook. I've got an A500. 100% reply.

Andy
C/Ramon y Cajal, blq 5
Edf Lindamar, Portal 6:T
29640 Fuengirola (MA)
Spain

22 year old A600HD owner is looking for contacts and pen pals all around the globe.

Marc
30 Watson Rd
Dover, NH 03820
USA

I'm looking for serious Amiga users in England, Australia and New Zealand.

Graeme
4 Sparkey Ct
Witham
Essex
CM8 1QR

Hi, I'm 17 and would like Amiga contacts aged 14+ to swap games and write about things.

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67

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10 copies of *Second Samurai*, the 90%-scoring platformer reviewed issue 33.

THE QUESTIONS

- 1** When did we first do a feature on *Microcosm* in AMIGA POWER?
- 2** Will you believe that it's actually finished and in the shops until you see it with your own eyes?
- 3** Which top glamorous actress starred in the *Microcosm*-like movie *Fantastic Voyage*?

THE ADDRESS

Entries on a postcard or stuck-down envelope, please, to I'll never forget Faye Dunaway Competition, AMIGA POWER, 29 Monmouth Street, Bath, Avon, BA1 2DL.

THE RULES

- 1.** Employees of Future Publishing, Psygnosis or Commodore can just get lost.
- 2.** As can anybody who can't be bothered to get their entry to us before the 14th of February (we're romantic like that), or sends more than one.
- 3.** If you win the CD32, you have to let us come round and have a go on it sometimes, since Commodore still won't send us one.
- 4.** If you send us an entry on a postcard that's *inside a sealed envelope*, we'll come round to your house and break your legs.





GAME: Lamborghini American Challenge
PUBLISHER: Titus
AUTHORS: In house
PRICE: £25
RELEASE: End of January

Well it's *Crazy Cars III* with a lamborghini and there's a whole level of it on the cover disk so what do you expect me to say? Review it yourself. Yes, you.

Still here? Look, it's got a really good two player option, but you know that don't you? You've just been playing it with Sam from next door for the last two hours.

Alright, maybe there are things you can't tell from the demo. The game's got 15 different circuits spread all over the USA with a variety of weather conditions from rain to snow. The racing system is like *Crazy Cars III* with local boys and big names competing in each race. There's the bit at the beginning where you can bet

with any other big names in the race on a winner takes all basis.

There's lots of bits to buy for your car to soup it up; new tyres are essential for wet and snowy conditions, a tune up makes you go faster as does a five speed gearbox and a turbocharger. One of the most useful bits of equipment though has to be the radar detector. This little beauty will flash up when the cops are using a radar gun on you. Although relatively powerless when it comes to forcing you to stop, the two police cars that give chase are a great nuisance and have caused many a dream of victory to be rudely shattered.

Oh yeah, and if, over a season, you are successful enough you can enter the divisional championships. Instead of a race this is a time trial. Stuck behind a

convoy of lorries and with other lorries coming in the opposite direction you have to try and complete the course by weaving between them. It's not easy either.

The best bit of the game has to be that you are not just taking part in one race, but a series. All have different conditions, different opponents and different outcomes, but all count towards your grand goal of qualifying for the next division. You are motivated to perform well every time so that you can afford the entry fees for bigger and harder races. Get your motor running. Head out on the highway. Search for adventure and whatever comes your way. That's my advice.

● STEVE FARAGHER

"You are motivated to perform well every time."

LAMBORGHINI AMERICAN CHALLENGE

Been driving all night, my hand's wet on the wheel...

UPPERS It's Pedal-to-the-metallastic with fast and furious action, nice backgrounds and a semblance of plot that keeps you wanting to play it long after you've put others away.

DOWNERS It's *Crazy Cars III* really. Also it's a bit slow in two player mode.

THE BOTTOM LINE A great racing game to own. One that will keep you coming back for another bash at the division championship. **74** PERCENT

THE BOTTOM LINE This game was designed for the A1200. The game barely slows down in 2 player mode, the graphics are greatly improved and the handling of the car is much more challenging. **80** PERCENT





LIFE'S ALWAYS BETTER



It isn't hard, it is crappy read the paper little Snappy



These things here count as money. No it's not funny.



F stop 8. ASA 200 1/125 sec. Oh just collect them.



Treasure chests lie buried on the surface.



I don't think. I don't think in this game. Hurrah.



Restart point. Don't ever start ever more like.



This is money. £100 worth to be exact. I think



This is more money. Round about 5 times.

Snapperazzi: only in your super, soaraway £3.95 AMIGA POWER this month.

SNAPPERAZZI

Game: Snapperazzi
Publisher: Alternative
Authors: Terry Mancey, Dave Owens
Price: £19.99
Release: Out now

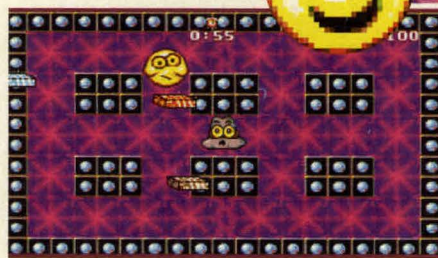
Snapperazzi?. Crapperazzi more like. But hey, don't take our word for it, here's what your 20p Sun's got to say; "The game is packed with new ideas and an immense variety of gameplay". Cor blimey, stone the crows etc. But that's not all, guvnor, not by a long chalk. The flagship of Rupert Murdoch's publishing empire further expounds, "Most games have classy 3D characters on the box which look nothing like the actual sprite. But Snapperazzi looks exactly the same in the game as he does on the box. You get what you see!"

So you know what to do. Stop reading the review now. Take your 20p Sun's advice, go down the shops, take a look at the box and run away, run away.

Sure, the game is packed with ideas, but they aren't particularly new and the gameplay is labouring under the weight of incompetence. There are plenty of platformers out there which don't have as many things to do in them, but still seem a lot more fun to play.

SUN-TASTIC

One thing's for sure. The graphics have a distinctly unpolished look to them. Now that doesn't really make much of a difference in our book, but the background graphics need some explanation. The Sun implied (as did the people who came to the office to promote the game) that the backgrounds were something special, something they had been told would slow the game down, something that hadn't been done before, something *Snapperazzi* had



This one looks as if it came out in 1981. But it's older than that. It came out in 1993.



This is one of the fourteen sub-games. We think in this case that the sub stands for sub-standard.

managed to master only, something unique. I can let them into a little secret. There's nothing particularly new about colour cycling. If they want to see it put to effective, big boy's use, then I suggest that they take a look at the tunnels in *Stardust*. Now that is impressive, make no mistake. No, the backgrounds in *Snapperazzi* are nauseatingly headache-inducing. After about ten minutes I felt sorely in need of an anti-emetic and an aspirin.

And what about the actual game? The basic play concerns the snapping of celebrities and the collection of money and film. Once you've snapped the celebs, you have to go underground and collect either pizza pieces or Fizzy

Chewits (you'd never guess who the sponsors are). From there, it's into space in a flying saucer that you'll have managed to build up from the assorted pieces.

I suppose this could have been fun but there are too many important niggly things that get in the way. Up to jump (never good) is made worse by the need for pixel-perfect platform placement. There is nothing more annoying in a game than having nearly reached the top of a series of platforms only to get your positioning slightly wrong and end up at the bottom again; this happens lots with *Snapperazzi*. The game doesn't recognise a second disk drive either. Obviously.

Snappi has the feel of a rush job, with the emphasis on 'rush' not 'job'.

● STEVE MCGILL



UPPERS Good sound. I've got to confess, the sound is nice and cartoony. The music, on the other hand, starts to grate a bit.

DOWNERS Where do I start? Technically it's awful. Those colour cycling backgrounds, yuech. The control system sucks. The pixel perfection required in certain parts is completely maddening.

THE BOTTOM LINE 20 quid is far too much money to ask for this. If it was released on budget, it would still be far too expensive, but at least it wouldn't create such a big hole in your pocket.

36 PERCENT

THE BOTTOM LINE

I love my A1200, and somehow I felt it had been blighted having to play this game on it. No doubt it'll recover. (It loses its ability to remember things when you switch it off, thank heavens).

You can scroll around and see where various armies are.

Less of a popular pastime than it once was.

GLOBAL DOMINATION

Artillery lands randomly across this grid

The skirmish section interrupts the game and you quickly get bored of it.

The movement and deployment's a bit more involved too. You can only place armies in countries belonging to you, but once they're positioned, it's simple to invade the many neutral countries that initially litter the board. The limiting factor to your expansionist plans is the number of points you get, which is related to the number of countries you own. At the start, you obviously use them all to produce armies, but once you need to move them around, you've got to use some on transport and even more for sea transport. As you can imagine, starting out with Australia's a bit of a pain, because after a few moves, you've got to burn up valuable points lugging them over the sea.

It's a clever system, as it means that moving larger armies takes more forethought than smaller ones, making smaller units better for fast attacks. Once you've got this sorted out, you can move onto the more advanced, and less Risk-like rules, which include factors like unrest, pacts with various enemies and even special forces who can be sent into other countries to try and destabilise them. Good idea, that one.

HEART BREAKER

Everything's controlled with a mouse, on a turn system with each round representing a month. There's also a skirmish system, which places you in control of tanks, planes and infantry and allows you to fight out little wars. It's sort of like a PD version of *Dune 2*, and is only really good for the occasional novelty play.

It's a system that works well, but also one that lacks any real appeal. Games last a couple of hours minimum, and after a

few goes, I really couldn't be that bothered if I was winning or not. Okay, I might have another go some time, but that's only because I got sent it. Would I fork out almost 35 quid for it? No.

● CAM WINSTANLEY

UPPERS Easy to get into, with enough tactical and game advancements to let die-hard strategy gamers stretch their legs. You can actually play against real people as well, which is always a fun option.

DOWNERS Way too expensive, and the skirmish section's a bit pointless. The pace is always slow and often stationary, so it's easy to get bored and drift away.

THE BOTTOM LINE

Even with war sound effects and the skirmish section, *Global Domination* still feels and plays like a boardgame. It's a lot better if you play it with your mates, but even then there are long, dull bits. Maybe one for Risk fans only. Rich Risk fans.

67 PENNEM

THE BOTTOM LINE

A1200 There's an enhanced version on the same disks, which plays pretty much the same. Still, it's good of them to release the two versions together, don't you think?

Game: Global Domination
Publisher: Impressions
Author: David Lester,
Simon Bradbury, Chris
Denman
Price: £34.99
Release: Out Now

Have you ever played the boardgame Risk? It's by far one of the best ways ever devised by mankind of losing friends and having your dad make you do the washing up for the next decade. Basically, each player sets out to take over the entire world and kill everyone else. The more countries you get, the more revenue you get to build bigger and better armies, which are all represented by little

pieces. Now, the last time I played it (and won, natch) the set had plastic columns, but Stuart's just bought a brand spanking new version which has soldiers, cannons and cavalry to represent one, five and ten armies each, which sounds ever so cute. So anyway, that's Risk – fighting, invading and army building.

Curiously enough, the same description fits *Global Domination*, which in it's simplest form is pretty much identical to Risk. This isn't at all a bad thing, as Risk's a great game, and this also has the advantage of having computer players which you can use to fill up any shortfalls of real players. It's all a bit more realistic though, so the countries are split along modern political lines, with the larger countries split up into provinces or states.

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FATMAN

Is one page big enough to hold Fatman?

Game: Fatman
Publisher: Black Legend
Authors: IO
Price: £25.99
Release: Out now

Douglas the Dog sat in his armchair, listening to the clock ticking. It wasn't a particularly nice clock. And, now he thought about it, its tick was rather irritating. Suddenly the doorbell rang. Douglas ignored it for a few moments, and then put his crossword to one side and went to answer it. On the doorstep stood Carol the Cat and Squeaky the Squirrel.

'Hello, Douglas,' said Carol.

'You're looking great!' squeaked Squeaky.

'I suppose you'd better come in,' said Douglas.

Douglas stood aside and let Carol and Squeaky file into the hall.

'We brought you a present, Douglas!' squeaked Squeaky. 'It's the A500 version of *Fatman*! For your A500!'

'Squeaky chose it,' stressed Carol.

Presently, *Fatman* had loaded on Douglas's Amiga. The three of them sat and watched the humorous animated introduction, which clearly showed that the game's Hungarian programmers can't have been too far removed from the people behind those wacky cartoons you see on Channel 4 sometimes. They all laughed dutifully as Roy Fat, incensed by the kidnapping of his wife and his revolutionary Food Duplicator machine by the evil Ted Thinsin, ripped off his clothes to reveal that he'd forgotten to put his superhero costume on, and had to do a Double Take.

'Go on, Douglas,' said Carol, 'you go first.'

'Er,' said Douglas. He quite liked Carol, but couldn't possibly admit it.

'Go on, Douglas!' squeaked Squeaky.

Douglas sensed that it might be simpler to comply, picked up the joystick, and pressed fire a few times. Fatman walked onto the screen.

'It's a platform game,' said Douglas.

'What you you think, then?'

squeaked Squeaky.

'What do I think?'

'Yes!'

'Why hasn't he got any momentum? I mean, none at all?'

'Eh?'

'And how come, when I only move him forward a little bit, his legs don't move at all?'

'The graphics are nice and colourful, though, aren't they?' Carol asked.

'And the levels

are really big, with lots to explore!' squeaked



Squeaky, squeakily.

Douglas reached a door marked 'Exit'.

'Why won't he go through it?' He demanded.

'Er, I think you're meant to collect all the burgers first,' said Carol.

'So how do I know when I've collected them all? How

do I know how many more I've got to collect? It doesn't say anywhere. And it doesn't say how many of each sort of special weapon I've got left, either. They just suddenly run out.'

Douglas went back to look for some more burgers.

'Ooh, bad luck!' squeaked

Lordy, it's a fat bloke clad in lycra, on a rooftop. Yesterday, probably.



Squeaky, as Douglas fell too far off a platform and died.

Douglas was asked to type his name into the high-score table. D - O - U - G - L - A...

'Why am I only allowed to put six letters in?'

Douglas looked at the game. Then he looked at Squeaky. Then he looked back at the game again.

Then he went to put the kettle on.

● JONATHAN DAVIES

The damsell in distress is as corpulent (or cuddly, depending on which way you want to look at it) as the hero. I say 'Death by liposuction!'



Is it just me, or does this guy look like the Manga Italian WW1 pig fighter pilot Porco Rosso? Thought so



Hmm, it's a clockwork horse on a plinth.



UPPERS Zany Hungarian humour. Big levels. All seems to work okay. Pleasant enough to play.



DOWNERS Hardly the most polished piece of software. Possibly insulting to fat people, but it's so hard to be sure these days. And, of course, it's a platform game.

THE BOTTOM LINE

Fair enough. There are problems, but they weren't enough to prevent me from sitting there, quite happily playing through the levels. But, well, you know. Seen it before.

66 PERCENT



FATMAN

A1200 VERSION

Is one page big enough to... Hang on. What's going on?

Game: Fatman
Publisher: Black Legend
Authors: IO
Price: £25.99
Release: Out now

Douglas the Dog sat in his armchair, listening to the clock ticking. It wasn't a particularly nice clock. And, now he thought about it, its tick was rather irritating. Suddenly the doorbell rang. Douglas ignored it for a few moments, and then put his crossword to one side and went to answer it. On the doorstep stood Carol the Cat and Squeaky the Squirrel.

'Hello, Douglas,' said Carol.

'You're looking great!' squeaked Squeaky.

'I suppose you'd better come in,' said Douglas.

Douglas stood aside and let Carol and Squeaky file into the hall.

'We brought you a present, Douglas!' squeaked Squeaky. 'It's the A1200 version of *Fatman*! For your A1200!'

'Squeaky chose it,' stressed Carol.

Presently, *Fatman* had loaded on Douglas's Amiga. The three of them sat and watched the humorous animated introduction, which clearly showed that the game's Hungarian programmers can't have been too far removed from the people behind those wacky cartoons you see on Channel 4 sometimes. They all laughed dutifully as Roy Fat, incensed by the kidnapping of his wife and his revolutionary Food Duplicator machine by the evil Ted Thinsin, ripped off his clothes to reveal that he'd forgotten to

put his superhero costume on, and had to do a Double Take.

'Go on, Douglas,' said Carol, 'you go first.'

'Er,' said Douglas. He quite liked Carol, but couldn't possibly admit it.

'Go on, Douglas!' squeaked Squeaky, squeakily.

Douglas sensed that it might be simpler to comply, picked up the joystick, and pressed fire a few times. *Fatman* walked onto the screen.

'It's a platform game,' said Douglas.

'What you you think, then?' squeaked Squeaky.

'What do I think?'

'Yes!'

'Why hasn't he got any momentum? I mean, none at all?'

'Eh?'

'And how come, when I only move him forward a little bit, his legs don't

move at all?'

Carol sighed.

'The graphics are nice and colourful, though, aren't they?' she said.

'And the levels are really big, with lots to explore!' squeaked Squeaky.

Douglas reached a door marked 'Exit'.

'Why won't he go through it?'

'Er, I think you're meant to collect all the burgers first,' said Carol.

'So how do I know when I've collected them all? How do I know how many more I've got to collect? It doesn't say anywhere. And it doesn't

say how many of each sort of special weapon I've got left, either. They just suddenly run out.'

Douglas went back to look for some more burgers.

'Ooh, bad luck!' squeaked Squeaky, as Douglas fell too far off a

platform and died. Douglas was asked to type his name into the high-score table. D - O - U - G - L - A...

'Why am I only allowed to put six letters in?'

Douglas looked at the game. Then he looked at Squeaky. Then he looked back at the game again.

Then he bit Squeaky's head off.

● JONATHAN DAVIES

What are you? Stupid or something? It's all on the other page. Read it.

So what do you reckon to this idea then? Revolutionary concept review, or just a particularly obvious space filler? Or both, perhaps.



So where was I? Oh yes - fat bloke meets fat lass, and they fall in lardy love. Food jokes, blah, etc...



UPPERS ▲
 Zany Hungarian humour. Big levels. All seems to work okay. Pleasant enough to play.

DOWNERS ▼
 Hardly the most polished piece of software. Possibly insulting to fat people, but it's so hard to be sure these days. You have to buy a special A1200 version, but it's no different to the A500 version as far as I can see. It's a platform game.

THE BOTTOM LINE
 Fair enough. There are problems, but they weren't enough to prevent me from sitting there, quite happily playing through the levels. But, well, you know. Seen it before.

66 PERCENT

74

Villanous Victorian shenanigans with enhanced graphics? Oh yes indeed.

THE CHAOS ENGINE A1200 VERSION



It's good to see that Victorian values such as killing everything you don't understand or like feature strongly in the game.

in an alternative Victorian era.

Computers may be huge cast-iron things covered in neat little polished brass panels, but they're computers nonetheless, and someone's been using theirs to experiment with space and time. Like you do.

Needless to say, this has resulted in a huge rift in the space/time/thingy continuum, and everything around this mechanical monstrosity (the Chaos Engine) has been hideously warped. Enter the mercenaries, hired to reach the Chaos Engine and destroy it.

Being Victorian, you've got a choice of suitably rogue-ish characters, from gentlemen and clergy to rough-and-ready navvies.

FULL STEAM

It doesn't take you very long to see that the game's based on a *Gauntlet* theme, which is a fairly tried and tested idea, but the game manages to pull it off by being just so damn gorgeous, you don't really care if it's a new idea or not.



Look at the Zulu Wars - Don't speak English? Bang, bang, bang.



Or the Boer Wars - Eat British lead, you bearded Dutch settlers, you.

Game: The Chaos Engine A1200
Publisher: Mindscape
Authors: The Bitmap Brothers
Price: £25.99
Release: Out Now

Right then, this is another game in the continuing line of souped up, touched up or otherwise cosmetically enhanced games for the A1200. If you're already familiar with *The Chaos Engine*, or maybe on a bus with only two stops to go (and therefore pressed for time) then scan down the page to the 'Different is it?' section. If on the other hand you want the full lowdown on this steam-powered blaster, then read on.

VOYAGE

Taking off where Jules Verne left off, *The Chaos Engine's* set



Here's the A1200 version in all its sharp, clear, crisp, colourful glory.



And this is the wonderful, but not quite as lush A500 version of the same scene.

For a start, the graphics are amazing. Rather than being a directly overhead view which means you see only the head, shoulders and feet of the characters (like in the *Alien Breed* games) you're looking down at an extreme angle. This forced perspective view means not only that you can see the characters faces and all their body, but also gives you a feeling of depth to the playing area.

The sound's not the sort of thing you can forget about either. A techno soundtrack blasts through the game, and even gets excited with you as you get to the end of the levels. It's superb, and the deep and resonant voice that tells things like "Node Activated" and "Player Safe" isn't that far from Mr Gravel-Lungs himself, Richard Burton.

And if that wasn't good enough, it's brilliant to play as well. In one player mode, the computer plays your companion in an astonishingly human way, and depending on which keys you pick up, you can wind your way through the levels a number of different ways. It's possible to complete a level and still have seen only half of it, so there's plenty of scope for playing it over and over again. Put simply, it's just all round total arcade brilliance.

DIFFERENT IS IT?

Not very, to put it bluntly. The expanded palette means that everything's zingier and better defined, and although this is a bonus over the original version, it's not enough to make you run out and buy both versions. The only other differences I noticed are that the passcodes are spaced further apart and the disk accessing time's shorter. Not much change at all, but then again, the original left little room for improvement.

● CAM WINSTANLEY

UPPERS Incredible graphics that capture that Steampunk feel perfectly, furious two player gameplay and a one player option that seems spookily like the aforementioned two player option. The sound's superb, with music better than most of the tat that's cluttering up the top 40.

DOWNERS Even if you take the hidden sections and different routes into account, it's still not going to take you all that long to finish.

THE BOTTOM LINE

I loved it when it first came out, so there's no reason to change my mind now. The colours make it prettier and the loading time seems to be cut right down. I strongly recommend that anyone who hasn't already got it should run and buy it this instant.

91 PERCENT



Game Civilisation
Publisher Kompart
Authors MPS Labs
Price £39.99
Release Out now

What am I going to say here, eh? Hands up anybody out there who doesn't already know what *Civilisation* is about (apart from you, mum). You see, you've already read about 12 reviews of *Civilisation*, haven't you? And you know that it's really good. You already know

that are able to customise a world to play on or play on the Earth. That

Beware of wandering giants who take a fancy to your town. you can choose which of the many tribes you wish to be, from

American to English to Babylonian and more. That the game is based around building cities and using them as kind of factories to produce military units with which you explore and conquer the world. Or if conquering isn't your idea of fun, you can instead trade and build a peaceful empire and win the space race. That the other races in the game all build their own civilisations in competition with you and that they operate in distinct ways depending on the differing characters of their leaders. You're bound to have already been told that you have to split your income between financing research and maintaining your cities. That it's incredibly engrossing and will keep you locked in front of your Amiga for days and days on end until all your hair falls out. That it's a brilliant game.

So now they've made a version specifically for the AGA chipset and I've got to tell you what's changed. Well, to be honest, although the

"It will keep you in front of your A1200 for days"

Small, warm, wet and old - that's how I like them. Planets that is.

graphics have been improved, with waves lapping against the shores of the land and smoother animations of rioting citizens in your cities and more colours in the portraits of the other monarchs, and even though they've added some neat sound effects like the pounding of hammers on anvils when you're constructing a Wonder of the World the game is no different than it has always been.

HOOKED

What I'm trying to say is that I sat down with an Amiga and the disks, loaded it up and started playing and had so much damn fun that it was four hours (and spookily 2000 years) later that I stopped for a moment and thought 'Oh yeah, I'm supposed to be looking for all

Surrounded by barbarian hordes, the gallant 5th Bath Chariots legged it onto a boat in the nick of time. A mighty 'Hussah' was heard throughout the land.



the enhancements'.

Civilisation was so good already that, even though it has undeniably nicer pictures in this version, it doesn't make it any better a game. It's still great. Nuff said.

● **STEVE FARAGHER**



That's actually a lie. The Powerians always have been, and always will be, run by a benevolent dictator.

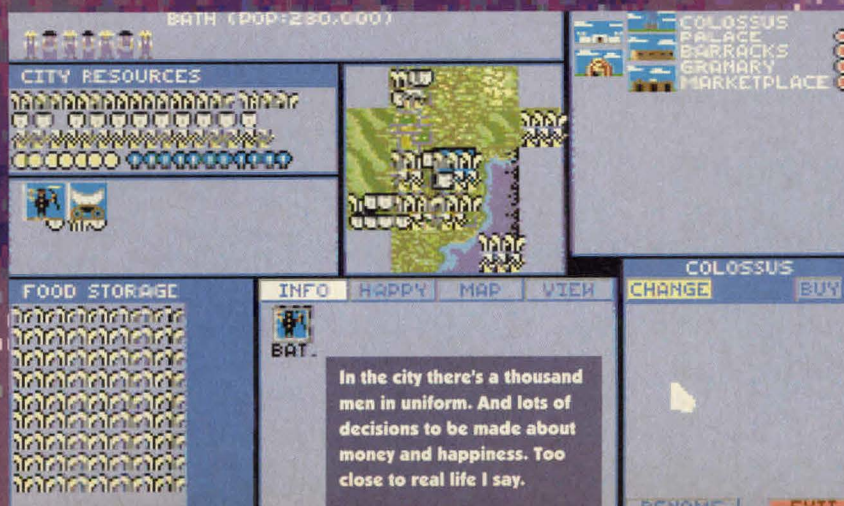
UPPERS It's got new and improved pictures with a special blue whitener and conditioner combined.

DOWNERS You really need a hard drive to get the most out of *Civilisation* because without one it takes longer and gets frustrating.

THE BOTTOM LINE

Civilisation was always great and it still is. £39.99 is far too much to lay out just for the AGA improvements but if you haven't bought *Civilisation* already and you've got an A1200 there's just no excuse for not going to the shops now.

89 PERCENT



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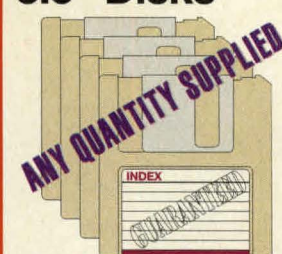


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BUDGETS

Feeling poor after the festive season? January and February may be the coldest and slowest months of the year but with a very small amount of money there's all sorts of fun to be had with your little vanilla wonder machine. So take heart and read on through our indispensable guide to what's worth buying on budget.

LORDS OF CHAOS

Game: Lords Of Chaos
Publisher: Buzz
Price: £9.99
Release: Out Now

This came in the office at the same time as *Laser Squad* (see next page), from the same people and by the same programmer, and if you whack it in the Amiga and play it, it's easy to see the similarities. Both games use an action point system for moving characters, both are combat based and both can be played as one- or multi-player games. *Lords Of Chaos* takes a fantasy theme though, putting you in the role of a wizard who has

to battle against other wizards to reach a warp hole. There's another big difference between the two games as well. This one's not up to much.

As well as having a limited number of action points for movement, you also have a large slice o' Mana, which is the magical force that allows all things mystic. With it you can create monsters and animals ranging from bears and goblins to lions and flying horses.

The idea's to use these creatures to do battle with your opponents while you wander around searching for hidden treasures, weapons and magic power ups, and with up to four players this is quite fun. Nothing spectacular, you understand, but considerably better than, say, staring at the sun for an hour or so, without blinking. Unfortunately the game looks like a conversion from an 8-bit machine.

● CAM WINSTANLEY

THE BOTTOM LINE

The four-player system redeems it, but 8-bit graphics, hideously clichéd fantasy characters and lack of atmosphere drag the score right down. Oh, and did I mention it's as dull as dishwater? I shouldn't bother with this if I were you - get *Laser Squad* instead.

47 PERCENT

PUTTY



Game: Silly Putty
Publisher: GBH Gold
Price: £9.99
Release: Out Now

Famous for creating enough hot air to blow out all the windows in your house, *Putty* created quite a stir when reviewed by erstwhile AP supremo Mark Ramshaw. "It's impossible to resist its charm" he said.

Guess what? He was absolutely right. Review over, pack up my bags, refer you to AP18 to take a look at the full review, while I go and do something more interesting instead.

You haven't read AP18? Good. In that case, all I need to do now is cunningly reword Mark's review and pretend it's all my own work. (Oh no you don't. - Ed) Oh, okay then, I'll tell you what I think.

Silly Putty is an above average platformer which contains some really nice little touches and some pretty annoying ones. His task is simple. Collect a whole load of robots and free them. This enables Putty to fulfil the main purpose of the game which is to free his own family.

As is usual with this kind of game, the difficulty level gets progressively harder. The robots are originally frozen in blocks of ice, awaiting your Super Putty punch to free them and your Super Putty absorption to carry them off to potential freedom. On later levels the 'bots are no longer constrained by the ice and tend to fall over and kill themselves accidentally, making the game harder to play.

Silly Putty is an enjoyable romp. First the nice little touches. The

animation of our erstwhile central protagonist is excellent. His viscosity is lucidly fluid as well as being incredibly humorous. Putty is more pliable than other amorphous game stars and can use this ability to ease his access to other platforms, avoid baddies, absorb baddies etc.

One of the drawbacks to *Putty*'s suppleness is the manner in which you have to use the fire button in combination with the different directions of the joystick. Put simply, this means that, unavoidably, it's up to jump. When you consider that you won't always have to jump to go up, (you could opt to stretch for example), it's not such a fatal flaw, merely a lethal one. (What? - Ed) There are too many instances where you have to be in a near pixel-perfect position before you can jump and reach another platform, and up-to-jump compounds the problem. Even more annoyingly, when you try to punch someone, unless you get the timing just right, you end up stretching to the side, which can affect your chances of

success annoyingly. If you've got a joystick that relies on movement from the wrist, then may the compassionate Buddha help you. It's going to be a pain (probably literally) to get some of the essential moves and jumps just right.

Littered throughout every level that you play are various denizens who mean to do you harm. The sounds they make are reminiscent of Trapdoor creatures. Imagine Drut and the silly little noises he vocalises. Got it? You've just sussed what Silly Putty's like.

Putty is a great game. Aside from the minor control niggles, I love it.

● STEVE MCGILL

THE BOTTOM LINE

Lots of fun to be had. Very cartoony. The sounds are jocularly hilarious. Challenge/difficulty ratio is just about perfect. At this price, there's no reason for missing *Silly Putty* the second time round.

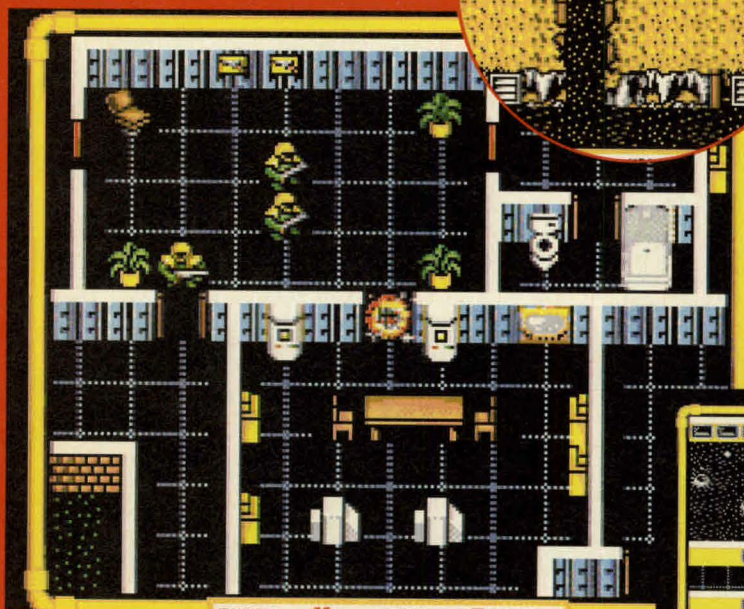
86 PERCENT



LASER SQUAD



Laser Squad alert, Cam Winstanley has just been mugged by an itinerant Alien mercenary. Time to get tooled up and sort them out Pronto. OK chief?



Action points, movement points, defence points, sit down and have a coffee points. One thing's for sure, there certainly are a large number of points floating around. And let me ask you this, is there a point?

Game: Laser Squad
Publisher: Buzz
Price: £9.99
Release: Out Now

One of the real joys of this job is being pounced on and mugged by brilliant budget games whose existence I wasn't previously aware of. Take *Laser Squad* for example – after an hour of playing it I was totally hooked and shouting "Look at this Stu, check this out Steve" across the office. Being old timers in the Amiga scene, they just glanced over my shoulder and went "Oh, *Laser Squad*. Top game, that."

It's a definite Cam game, combining strategy and planning with obscene amounts of weaponry, and although it originally surfaced on the Spectrum, it's living proof that you don't need thousands of colours or layers of parallax scrolling to have a good time.

You start off by tooling your team up with body armour, guns, bazookas, lasers, grenades, extra ammo, extra rockets, and so on, although with a limited amount of cash, it's bound to be a compromise between firepower and armour. You then deploy your troops somewhere around the map and then you're off.

The neat idea behind the game is that every soldier's got a limited number of action points, which are soaked up by moving, changing weapons, opening doors or any action. In this way, the action's not real time, which leaves you plenty of time for strategy. Things get tense because the game uses a line-of-sight system for spotting the baddies (be they enemy troops or robots) so if you enter a room and it looks empty, it might just be because they're behind you, or round a corner. With this in mind, paranoia reigns supreme, because if you use up all your action points and the enemy spots you, then you're a sitting duck. However, if you plan ahead and leave some spare, you get a chance to blast them as the wander into view, and then nick all the gear off their smoking corpse.

It's scary because you never get to see what the enemy's up to, so it pays to sweep through areas, chuck grenades into rooms and be afraid. Very afraid. Once you've been cut to shreds a few times, you learn the strategy of placing back markers and scouts, and always saving action points in anticipation of the unexpected. This spookiness falls apart a bit in two player mode unless you turn away from the screen during your opponent's turn, which is a bit naff. There's only five different scenarios which is another weakness with the game, but with seven different difficulties on each you're getting a challenging, diverse and thoroughly fun game, for a tenner. Bargain city. ● CAM WINSTANLEY



THE BOTTOM LINE

Want a strategy game that zips along at a cracking pace? Fancy tooling up with shotguns and lasers and grenades and then stalking your friend around mazes? Try this then, it's good clean family killing in either one or two player mode, and even with only five scenarios, you'll still get your money's worth.

84 PERCENT



Ah what glorious, slick mega death potential.



Have fun buzzing islands and terrifying the poor natives



The Sandman will have to fight me if he wants his helmet back.

F-29 RETALIATOR

Publisher: Ocean
Price: £12.99
Release: Out now

I have to confess that *F-29* has always been one of my favourite flight simulators. It's one that I got when it came out and

that I am still playing occasionally three years on. I think the reason that it has such a lasting appeal is its versatility. The two planes, the Advanced Tactical Fighter F-22 and the Forward Swept Wing F-29, are both very easy to fly and offer you a significant advantage over your opposition. There is a wide variety of missions to choose from, which increase in difficulty at just the right pace, and there are four areas to fly in; Arizona, Pacific Islands, Middle East and Europe.

The graphics are better than average, the sound's okay and the only real reservation I have is that the controls are just a tiny bit sluggish until you get used to the idea of steering slightly before you want something to happen. The problem then is remembering to correct yourself or you suffer from chronic over-steer. This, sadly, is usually fatal.

The real cure for the sluggishness would be running *F-29* on the A1200. Unfortunately this does not work at all, as

F-29 will only run on A500s and A500 Pluses. What a bummer.
● STEVE FARAGHER

THE BOTTOM LINE

If you haven't got it already it has to be irresistible at this price. One of the most complete flight sims you can buy (for the A500 that is).

78 PERCENT



SPACE CRUSADE

Publisher: GBH Gold
Price: £9.99
Release: Out now

Okay, how about this for another of those refer-back-to-issue-12-for-the-first-time-around-review quips? The game that I've taken a look at today is an oldie from the Gremlin stable; *Space Crusade*.

Now, *Space Crusade*, as a lot of you will know and others won't, is a conversion of the board game of the same name. The good thing about board conversions (some would argue the opposite) is that the computer takes care of all the boring bits like rolling dice, looking up tables to see the result of the dice throws, stacking cards etc. Not having played it, I can't say for sure that *Space Crusade* is true to the board game, but assurances have been issued by people who are in the know that it is.

It's a game for one to three players, each of the players controlling a commander who in turn controls a squad of space marines. They look like Games Workshop figurines minus the varnish. There are 12 missions, each of which can be played as one-offs or the whole 12 linked together, the player with the most points at the end wins.

To make the job easier for your marines, they've got several different types of weapons at their disposal; assault cannons, missile launchers etc.

I suppose that not having played the board game puts me at a disadvantage, but I found the combat system (whereby you rely on the random generation of numbers) far too arbitrary to accept as a believable result.

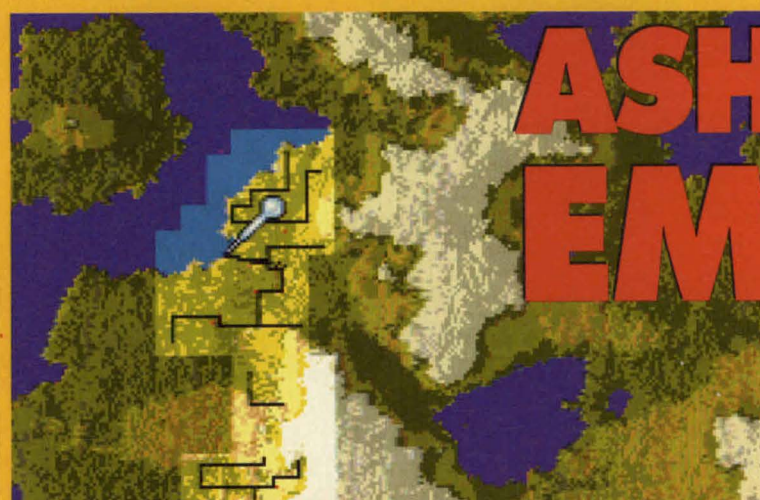
Apart from that, *Space Crusade* is a fun game, all the more enhanced with the addition of a few of your friends.

● STEVE MCGILL

THE BOTTOM LINE

Not everyone's cup of tea, but at the budget price of £9.99 it's definitely worth a look. Oh, and it'll work with the A1200, but you'll have to send your original disks to Gremlin to change them.

76 PERCENT



ASHES OF EMPIRE

It was an assassin from the Balkans who started the First World War. The Balkans could be trying for third time lucky.

Funny domed buildings, red flags, right wing extremists. Dissolvable parliaments and war seem inevitable. Happy Valentine everybody.

townsfolk and civil leaders. You can attempt this by pledging loyalty, being peaceful or even threatening violence. Which ever way you do it, you've only got a set time to pacify the correct number of republics by setting up ruling buildings, destroying existing military factions and getting the support of all ethnic minorities.

Oddly enough, there's also a vector graphics combat section, which can be a tad jerky on the standard Amiga and also seems entirely out of place on a strategy game. These bits are okay, but once you've immersed yourself in all the political aspects, they just get in the way after a bit. Despite that, there's still enough to keep strategists going all the way through to summer.

This is another of those games that I'm really glad has come out on budget so that I have had a chance of finding out how good it is.

● CAM WINSTANLEY

THE BOTTOM LINE

The amount of detail in the manual's possibly over the top, and it would have been nice if the combat section was optional, but there's a good balance of strategy and role playing that'll keep you going for hours and hours. It's a bit pricey but it's still a fine game.

78 PERCENT



Game: Ashes Of Empire
Publisher: Action 16
Price: £16.99
Release: Out Now

Now this is the first example I've ever come across where a game's been overtaken by historical events. I mean, when you play things like *Wing Commander*, you never think that mankind might actually end up in conflict with vicious cat like aliens, but when this little fellow was written, I can't see that events in the ex-Soviet Bloc were any where near as bad as they are now. It's therefore either very lucky or extremely prescient of the writers to come up with such a contemporary theme.

The game's set in the mythical realm of the Confederation of Syndicalist Republics, but the clues are all there (funny domed buildings, red flags and an expansive Balkanised superpower) for you to stop thinking CSR and start thinking USSR.

The idea's for you to work your way inland from a coastal province, sorting out everyone's problems and generally getting the idea that peace and harmony are much better than eyeing each other suspiciously across bargaining tables while thumbing big red buttons marked 'Nuke.'

It sounds a bit of a tall order, but in practice the game works quite well, or at least the negotiating bits do. As you move into each province, you've got to make friends and influence

HI-HO SILVER LINING

Sometimes, Stuart Campbell feels like he's the luckiest boy alive. He's certainly the one with the biggest collection of CD32 games, and no mistake, matey.



How the peasants celebrated when they discovered they had a new tyrannical overlord.

CASTLES 2

Interplay, £29.99

A value-for-money improvement here, as Interplay's 14th Century strategy game gets stuck straight onto CD with (as far as I can tell) no changes whatsoever, but at £5 less than the floppy version. Unfortunately, this was a game that really did need a bit of tarting up, because as it stands it's just way too dull to shine against the dozens of reasonably lively strategy games that the Amiga's already blessed with. Not a great way to show off your new machine.

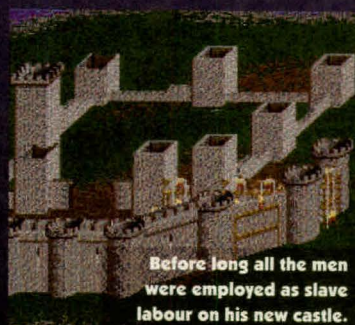
Those that were unwilling to work were soon pressed into the army that they might have the honour of dying for their lord.

THE BOTTOM LINE

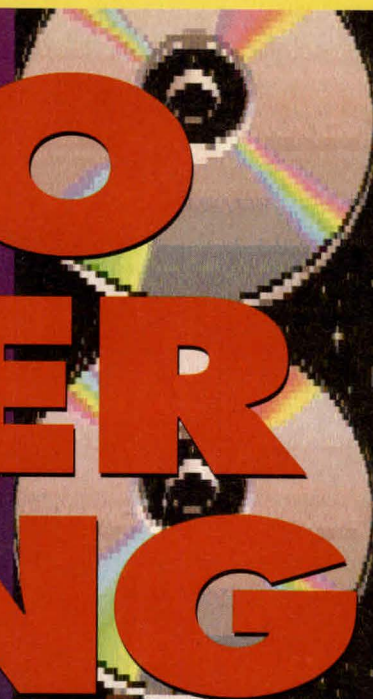
Wasn't much fun before, and sadly isn't much fun now. Sorry.

CD32

45 PERCENT



Before long all the men were employed as slave labour on his new castle.



ARABIAN NIGHTS

Buzz, £14.99

I hadn't really had the chance to play the original floppy version of this very much, so I was quite excited at the idea of getting into it properly on the CD32. And how right I was - it's a corking little platformer, made significantly better by the use of the joypad buttons, which are even redefinable so you can choose your



ALFRED CHICKEN

Mindscape, £25.99

This takes the prize for the month's most-improved-on-the-CD32 game, with the addition of some pleasant



He's a star, isn't he? Alfred Chicken is just everywhere these days - look out for a Number One hit

JOHN BARNES EUROPEAN FOOTBALL

Buzz, £14.99



This, on the other hand, I played quite a lot first time round, and I was hoping fervently for a few obvious improvements from the CD version. Sadly, they weren't forthcoming, so this is still predominantly a frustrating game to play, with jerky scrolling only serving to exacerbate the annoying over-precision with which you have to

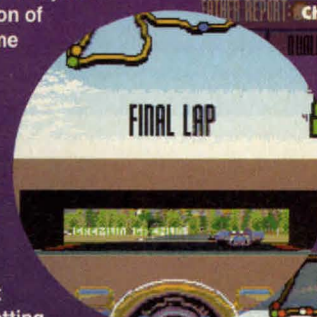
Rather like poor John himself this game just doesn't have the bottle to make it on the international scene. (Says Steve - Ed)

NIGEL MANSELL'S WORLD CHAMPIONSHIP

Gremlin, £29.99

I'm beginning to get a bit worried by the way that old Amiga games are getting re-released for the CD32 in basically unaltered form, but having their prices hiked up by four quid. A CD costs less to make than 2 floppy disks (which is how many the £25.99 A1200 version of Nigel Mansell's came on), so what's the excuse for a price increase when the game (in this incarnation) is now seven months old? You'd expect it to be ready for a compilation/budget outing, not to be getting more expensive as time went on. And don't tell me the CD soundtracks cost a fortune either, because I won't believe you.

Anyway, this is more or less the same game as the A1200 version before it, but with better (sound-quality-wise, at least) music, and as such I don't particularly like it. It's very fast and the graphics are impressively big, but it's miles too easy and it's got no character about it at all. This month's *F1* outstrips it in pretty much every department, but Nigel's is more or less the only CD32 racing game out right now so if you really can't wait for some driving action, I suppose it's your best bet.



It's hard to believe, but Mansell won TV Sports 'Personality' of the year twice. Hah!!

THE BOTTOM LINE

CD32 Hang on for some better alternatives, that's our advice. (And you don't even get Nigel's voice in 'Improve With Mansell' mode).

50 PERCENT

COMING IN THE AIR 'TONIGHT'

If you're wondering why you haven't seen the promised range of Team 17 CD32 re-releases at £14.99, it's because they won't be coming out. Don't panic, though – complaints from shops about the low profit margins on CD32 budget games led the Wakefield boys and girls to have a bit of a rethink, and the four games which were due to come out at the 15 quid price point will now be released in two packs of two games each, selling for £24.99 which means that they're actually even cheaper. The first pack contains straight ports of *Alien Breed Special Edition* and *Qwak*, the second's got *Project-X Special Edition* and *F17 Challenge*, and they'll both be out in early February. After that, Team 17 promise a specially-written version of *Body Blows* (possibly called *Ultimate Body Blows*), which will



feature the original *Body Blows* and *Body Blows Galactic* all crowbarred together into one gigantic beat-'em-up, and should be out mid-March.

Next month we'll have a review of MicroProse's *Pirates Gold*, which we've actually got in our hands now but didn't have time to review, and hey, who knows, maybe even the long-delayed *Microcosm*. Bet you can't wait.



Sword versus fists - Surely that's a foul, ref? Tool up with a shotgun, Nik!



own favourite combination for jump, attack and menu access. The gameplay comes somewhere between *Super Mario World* and *Dizzy*, with puzzles set at just the right level of difficulty to not be obvious, but not seriously impede your progress. The only bit I don't like is the gratuitous and slightly

Okay, this may be a dreaded slippery slidey ice world, but at least you can hunt for spiky shoes.



nob shoot-'em-up level in the middle, but it's nowhere near bad enough to ruin the game. There aren't any noticeable CD32 improvements, which is a shame, but hey, it's a brilliant game all the same.

THE BOTTOM LINE

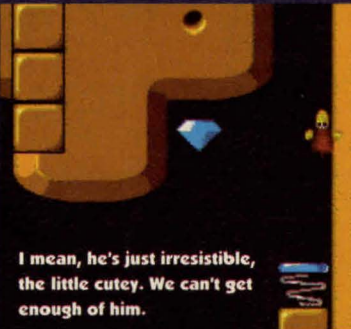
CD32 Lovable and lovely platformer, and at a bargain price to boot. Put it at the top of your CD32 shopping list. Well, after the CD32, then.

88 PERCENT

THE BOTTOM LINE

CD32 Oh, and hurrah for Mindscape for actually improving the game but not being tempted to slap an extra fiver onto the price at the same time, too. Well done.

75 PERCENT



I mean, he's just irresistible, the little cutie. We can't get enough of him.

parallax-scrolling backdrops that weren't in the rather sparse-looking A500 version, as well as the usual CD soundtrack and 256-colour graphics. Otherwise it's the same limited-but-likeable platformer that it always was, but, as with *Zoo!*, the backdrops somehow give it a much more grown-up, complete feel and make it tangibly nicer to play, so I'm going to bump up the mark a little bit.



It's also time Alfred made his move on the leadership of the tories, we reckon.

approach the ball in order to make your players collect it. The computer's selection of 'player nearest the ball' is still one of the worst I've experienced from computer soccer, and the simple task of kicking the ball is still ridiculously more complicated than it ought to be, even with the joystick buttons helping out control-wise. The last drawback is that it's still based on the 1992 European Championship finals, which means that as well as feeling very out-of-date, you only get a very limited selection of eight teams and one tournament set-up to choose from. This has been enhanced for the CD32, with a really nice crowd-noise soundtrack, but it needed more than cosmetic tampering.



The wall looks pretty solid but - oh no, Koeman chips it over.

THE BOTTOM LINE

CD32 Sensible Soccer should be hitting the CD32 any minute now, so wait for that instead of this pretty-but-flawed effort.

56 PERCENT

POINTS OF VIEW

Through the wind, rain and 'flu your Amiga Power team has struggled to bring you another miraculous selection.

									
COOL SPOT	F1	BUBBA 'N' STIX	CAMPAIGN 2	STAR TREK	SKIDMARKS	FURY OF THE FURRIES	GOBLINS 3	DENNIS	SIMON THE SORCEROR
Ooh, Faye Dunaway ★★★★★	Driving game of the year. ★★★★★	Sticky but not brown. ★★★★	Haven't played it	Haven't played it	Not bad for BASIC. ★★★★★	Another great glob game. ★★★★★	Goblins 1&2 more like. ★★★★	Film licence challenge. ★	Didn't get my hands in the air. ★★★★
Ho hum port of an average game ★★	Two player 'vroom' ★★★★★	Twig Tastic. Sorry! ★★★★	50 years of combat. All crap ★★	Haven't played it	Flawed Genius. ★★★★★	Top puzzle action. ★★★★★	Goblins 2 more like. ★★★★	A true classic. ★★★★★	Haven't played it.
Too cool and spotty for me ★★★	Haven't played it (poor Steve)	I'm still laughing. ★★★★	Wake me up next year. ★	Haven't played it	Get off. It's still my go. ★★★★★	Sweet 'n' smooth. ★★★★★	Splendid Gallic nonsense. ★★★★★	Go away, I'm busy. ★	Ho Ho, Ha Ha, Hee Hee. ★★
Not a fool's spot. ★★★	Faster than a speeding.... ★★★★★	Coffee 'n' Twix more like. ★★★★★	Cam's pain too more like. ★★★★	Haven't even seen it.	Q-B-splining fun. ★★★★★	Cute, French and tasty. ★★★★	Gobble, Gobble, Gobble. ★★★★★	Not cute, just menacing. ★	Mystical Mayhem. ★★★★
I don't believe they're still doing this.★★★	I thought I stopped it last month. ★★★★★	(Sigh) Well if I must. ★★★★★	Haven't played it.	It's no Dalek attack is it. ★★★	That's a bit juvenile isn't it. ★★★★★	These star ratings are random. ★★	Stuart rolls a dice. ★★★★★	And chortles as he does it. ★★★★★	I don't think it's very funny. ★★★★
PRINCESS DIANA	No comment.	No comment.	No comment.	No comment.	No comment.	No comment.	No comment.	No comment.	No comment.

ON SALE
17TH FEB

NEXT MONTH

BAR THE SHOUTING

Next month we expect to be reviewing *Microcosm* (not) as well as several other exciting projects that the software publishers waited until just after Christmas to release (some hope). Apart from that we'll be as tasteless and vulgar as ever and probably a few weeks later than expected. Still, that's life mateys.

DO THE write thing

Nov 24th to get issue 32 – something to do with a little red flower. A p***y perhaps?

Yours Richard Downs, Worthing

Ooh, questions, questions, questions. Air Bucks 2 1200? We've never even heard of it, sadly. Bit of poor PR there from someone, we reckon. Championship Golf? If you mean the Ocean game reviewed in some other mags, this isn't actually ever going to come out (bug problems and crap-gameplay problems), so we didn't see much point in a review. Mean Arenas you're right about, but we'll be going to the shops for that one soon, and Civilisation A1200 just kept on being delayed and delayed, but it's in this very issue – hooray. Linda's on loan to our sister magazine Sega Zone as Consultant Editor while she continues recovering from illness, and Stuart's running the mag so he sometimes hasn't got time to do quite as many reviews any more.

'NOOOOOO! PARKING TICKET – £20!'

Dear AP
I thought that I had better write in and tell you how disgusted I am at the rising cost of your magazine. Your latest issue has just cost me £24! There I am, going into the newsagents on Nov 11th looking for your December issue and it hasn't arrived! I decide that this is ridiculous and go into town to get it from WH Smith, park on a 10 minute parking zone because Smiths is only two minutes away, and set off to get

the mag. It has to be there, I tell myself, but it isn't! Right, I'm really fed up at this point, so I try HMV and it's in! Quickly, I buy it and head back to the car – Noooooooo! Parking ticket – £20!

That's the most expensive magazine I've ever bought, and then to top it all off, I catch the traffic warden and try and explain, but he won't have any of it. He's a SNES owner and says that it serves me right.

But I know that the Amiga's the one for me, because AP's got a whopping great 94% review of *Cannon Fodder* in it, so I decide to go and get the game. I park in a longer zone (of course none of this would have happened if AP had been out on time) and go to get *Cannon Fodder*, but to my dismay I haven't enough money to buy it because the mag cost me so much.

As you've probably gathered by now, I'm feeling very upset and distraught about the whole situation, and I begin to wonder whether AP is on my side or not – I don't even have any luck in competitions either.

Yours pauperishly, Nicholas Senior, York

'PEGGED IT BACK TO THE TROUGH'

Dear AP,
I know I should've written this earlier, and it seems a long time after the event, but it's just that it's been bothering me. I've tried to forget it by reading other magazines such as WWF and Manchester United Magazine, but these did my head in even more.

Each time I turn to Who Do We Think We Are? I see his face, shaven head, black hair on top, sunglasses. Yes, Stuart Campbell, the man himself, and each time I see it, it brings back a memory of that day.

I was walking down to the Melody Maker tent at a leisurely pace admiring all the beautiful people listening to such wonderful music, when a leather jacket

pushed me aside like yesterday's laundry. Who was this Hard Lad who thought he could push me around and go unnoticed, was it...? Surely not? From behind I swear I knew that famous haircut, so it must've been. I pegged it back to the trough (the men's loos) turned around and looked carefully, it had to be Mr Campbell.

Of course, I was at the Reading Festival, but had I just brushed shoulders with the Man himself? This question still keeps me awake at nights, and only one man can answer it. Stuart, did you go to this year's Reading Festival? Please tell me or I may never be the same again.

Yours, Garren Baker, Godalming

Er, sorry, Garren. It was a hot day, I'd drunk a lot of mineral water, I was in a bit of a hurry, what can I say? But hey, weren't the Boo Radleys good? – Stuart.

'GAMEPLAY WITH A HEALTHY DOSE'

Dear AMIGA POWER

For ten years I owned a Speccy, and bought many computer mags, but especially Your Sinclair, but as the Spectrum diminished into the nostalgic world of Vic-20-dom, I felt the need for a new machine and got an A600, specifically for art and homework (HEM, HEM!) purposes.

Anyway, I've had my Amiga for around 3 months now and I've been searching around for a mag in the mould of the good old, but sadly departed Your Sinclair, seemingly without luck. I've been through flippin' millions of 'em – The One, Amiga Action, Amiga User, Mountain Biking UK, Delia Smith's Cookbook... the list goes on. Not one had the surreal humour and solid gameplay with a healthy dose of techie stuff chucked in that YS had. And then I found AMIGA POWER.

Issue 32 is marvellous and is hopefully the first of many for me. Perhaps the similarities between YS and AP are because of the ex YS writers such as Linda Barker, Stuart Campbell, Jon Nash,

and Jon Davies on the team.

But alas! When flicking to the letters page, I find nothing but criticism of my new bible. Oh sure, there was some praise, but people like Mark Bobowicz were slating the stuff that is the very reason I like your mag. What to him is "irrelevant wibbling garbage" is a little-known thing called humour. Without it, reviews would be boring and a real turn off for Amiga gamers. People loved YS because of its wibble and irrelevance, so come on Mark, lighten up!

Then we had Daniel Waddington slating the cover design (although he did it in a nice way) and the ultimate pompous git Ian Marley (who doesn't seem to have any sense of humour) told you to "grow up" when really we should be telling him to SHUT UP and LIGHTEN UP. I mean, no personal offence to these kids, but nobody can have the perfect mag. Vive La AMIGA POWER!, Richard Stevenson, Killingnorth
PS John, the talking rubber plant, has exploded, milk exuding from his mother's moth-eaten gerbill!

Zucchini!

'IS NOTHING SACRED ANY MORE?'

This letter contains tree fibres, lignine, kaoline and calcium carbonate. Enjoy! You sods!

You gave *Overkill* 84% in AP30! How could you do that? Is nothing sacred anymore? Well, I won't stand for it, I consider the review to be a personal insult. Shut up!

I can still feel the puke flushing through my nose as I read the review. It is impossible to treat me this way! It will not be tolerated!

If you take your jobs seriously, you'll change that review right this minute. Print a disclaimer, for god's sake! Don't force me to come over to the Isles and kick ass!

The next time you stick your slimy noses into a monitor, make sure you know what you're doing. Welsh maggots, that's what you are! Quiet!!!

Llars Erik Johnsrød, Norway

It's alright, readers, we don't know what Norway's most famous misogynist is talking about either.

'I USE PROPRIETARY-WORDSWORTH-WODGERWABBIT'

Dear CANNON FODDER POWER

Cam! What sort of name is that? What are you, stupid or something? Why not use the full title – Camouflage-jacket-with-big-gun-and-pointy-stick? Or maybe something briefer – Camembert? Camel?

Performing the literary equivalent of a curly muffin, I shall now switch to a game of Spot-The-Inconsistency.

- Let me tell you a secret. Details. That's the secret... Originality is a very good thing for sure, but it isn't necessary. *F1GP*, original? *Body Blows*? *The Chaos Engine*? Driving game, beat 'em-up, Gauntlet clone, but all great games. It's details, trust me. AP 28 Yo! Joe! review.

- 'Every feature oozes professional programming from the ruthlessly efficient collision detection to the almost illegal

EVEN BETTER PRIZE

winner

'DEXTERITY OF A YAK'

Dear AP

Okay, come clean. You've had a ruck with Team 17, haven't you? I first suspected something when *Superfrog* was given a grossly low mark and an over-critical review. Since then your attitude to them has continued in much the same vein. Now your 'freebies' from them seem to have stopped, since your reviews only now appear after their games have reached the shops.

The review of *Alien Breed 2* supports my theory. Great game, superb graphics, sound, gameplay and atmosphere etc, and what do you say? "Far too hard, 81%" Quack quack oops, sorry AP, go back to Old Kent Road. If there's one this that *Alien Breed 2* isn't, it's too hard. I have the gameplaying dexterity of a Yak in a straight jacket, yet I reached level 8 within a dozen or so plays of the game. To draw a comparison, it took me a year to reach level 8 of *Alien Breed 92*.

So why is this? Either I'm right and AP and Team 17 are fighting a new Cold War, or your gaming skills are

deteriorating faster than the England football team. Either way, sort it out, as it's affecting your otherwise excellent review standards.

Finally, please ignore the sad gits who complain about the humour in the mag. It's this that makes it so flange-turtley, nine-ironingly, dog-thrustingly good, and you can cover me in lard and call me Gladys if it isn't so. Lots of love, Alec (Gladys) Gaines, Eastleigh

Team 17? We love 'em. There aren't many people still writing games concentrating on the Amiga, and we think it's great that they do. Sadly, we don't think Superfrog is a particularly good game (although 78% hardly sounds like a slugging to us), for reasons carefully outlined in the review, and Alien Breed 2 is all very nice ('vastly enjoyable', says The Bottom Line of Cam's review), but if you've played the other Alien Breed games there's nothing much new in it for your 30 quid. As you point out yourself, if you've played them intensely, you may well find the new game familiar to the point of easiness. Again, though, 81% hardly constitutes a critical drubbing, at least not in this magazine. And if we were running some kind of vendetta, would we have given Qwak 88% a couple of issues ago? Don't be daft, Gladys. Syndicate is a brilliant game. Cannon Fodder is a brilliant game. F1 is a brilliant game. Superfrog and Alien Breed 2 are pretty good. Knowing the difference between the two things is our job, and we'll be round with the lard in half an hour.



number of Nice Touches (Would it be stretching the English language too far to say that another word for this could be 'details?') We've all seen the game before, haven't we? It's a horizontally scrolling shoot 'em up, so what else can you say about it?' AP31 *D-Hero* review.

Come on AP, at least give the impression you know what makes a good game. Is it details or originality, or both, or perhaps there are some other mysterious factors? Maybe the fact that I finished *Yo! Joe!* the fifth time I played it (*We did say that the infinite continues made it a bit easy.* – Ed), whereas *D-Hero* actually provides a challenge and some lasting gameplay for your money might come into it. *Alien Breed 2* only took a couple of weeks to finish, and that's supposed to be "far too hard." Do you play these games with the monitor switched off? What are you, crap at games or something? I don't object to paying £25 for something that lasts such as *Desert Strike* or *Soccer Kid*, but to fork out for *Putty* or *Wizkid* that only take a few hours is enough to drive anyone to piracy. That and greed of course.

Finally I have a Canon BJ69 Porridge Jet Lasers On Stun Printer, but when I use ProPrintWordsWorthWodger Wabbit 4 and select option 6 to Print Flans all that appears on the screen is the message 'An Egg.' Will this problem be resolved by using a crayon instead?

Thanks for the entertaining magazine, Richard Hatt, Chandler's Ford

Stuart says: "Hey, they were different reviews by different people, Rich. Aren't we allowed to have different ideas about what makes a game great? What a dull world it would be, etc. And where does your bit from *D-Hero* mention originality being the most important thing anyway? And difficulty is subjective, too – I've heard people complain about *Crazy Cars 3* being too hard, but I finished it in a day. I still love it, though, and the same goes for *Putty* and *Wizkid* – if a game's good enough, you can play it over and over again. And I hardly think taking a couple of weeks to finish *Alien Breed 2* (a game which, let's face it, everyone was already extremely familiar with) qualifies it as easy."

'WHAT'S CAM SHORT FOR ANYWAY?'

Hi there all you shiny APpy people (arf!) Mark, Cam, Mark, Cam, Mark, Cam... It's no use! No Matter how many times I say it, the two names just won't merge. So what I want to know is how the bloody hell did Mark become Cam? What's Cam short for anyway? Cameron? Camilla? Cameleon? Cambodia?

Yours, Kirsten Gillespie, Glasgow

All of the above.

'AND I'M A HOT SEXY CHICK'

Dearest Darling AMIGA POWER I have a couple of questions for you, and I'm a hot sexy chick so you'd better answer them pal!

1. Will *Peter Beardsley's Football* be released for the A1200 or CD32?
2. Why haven't we got *X-Wing*, *Strike Commander*, *Underworld 2*, etc?
3. I'm in love. Let me kiss you all.

DO THE write thing

Cheers loonies.

Mad, but sickeningly sexy and full of lust, Sarah Whitchurch, address withheld.

1. Don't know.
2. Because they're PC games.
3. That's not a question. But alright then.

'TROUBLE WITH MY SPONGE PUDDING'

Dear Radically dynamically brilliantly different AMIGA POWER I just simply had to write a letter! It's been half an hour since I read the 'Ask AMIGA POWER' section in issue 32, and I haven't stopped laughing. How can you say that it was a one-off, lines like "Why on Earth would you want to connect a CD32 to a printer?" should go down in Amiga history. I did feel however that there were a few unanswered questions not covered in your AAP section:

1. I recently bought an A1200, is there an interface available that will allow me to connect it to my Hoover?
2. With the recent release of the CD32, I read somewhere that you can connect the CD32 to a hi-fi system. Does this mean that software houses will release software on vinyl and cassette for people who can't afford CDs? Also, I have a CD player in my car so will I be able to play *Pinball Fantasies* on my way to work?
3. I've been having trouble with my sponge puddings. I've been preparing the mixture using the cookbook, but the end result isn't what I expected. I've tried using my friend's oven, but the results are still terrible. Is it worth upgrading to a faster machine, or maybe a microwave? If I do upgrade, will there be compatibility problems, will I have to get new bakeware for instance? On the subject of food, why haven't I seen any recipes in your pages? Games players have to eat you know!

With those important questions out of the way, I'd just like to say that all the readers who write in to complain about AMIGA POWER are a bunch of naggy old women. (*We'd like to apologise for any offence caused to naggy old women at this point.* – Ed) AP is excellent the way it is. If you take out the irrelevant bits, the funny bits and left the just plain old interesting and relevant, you'd be reading the Argos catalogue. Every month I have a good old chuckle and guffaw at the contents of AP and still learn something new in the Amiga world. It's good to have a laugh and still be informed!

Am I the only one who thought the play-and-wipe noughts and crosses from AP 30 was funny?

Yours hooked on AP, Dave Hutchings, Luton

No, Dave, we did too. We love you all, see you next month.



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PD

Further to Decree 2675 of the Provisional Government installed by our glorious military leaders, it is the solemn duty of this noble magazine to announce that reviewing cheapie PD games is now a capital offence. Dave Golder will be executed at 4am today.

MADFIGHTERS 1200



"And remember, kids – steroids and glam rock music just don't mix."

By Kwok Man
NBS PD or
Licenceware £5.99

Okay, I'll come clean. I might have to resign, become a Trappist monk on some bleak Scottish isle hundreds of miles from the nearest Blockbuster Video, but I've got to say it. I never liked *Street Fighter 2*. It's just one of those things.

So when a PD version of *Street Fighter 2* arrived, I was hardly jumping, or, indeed, back-flipping for joy. The idea of wrecking my joystick in the hope of actually getting a 'special move' rated about

'washing my underwear' on the excitement scale.

But I am an unbiased reviewer, so I confess: *Mad Fighters* is amazing. It is an AMOS-created SF2 clone that comes in two forms; a cut-down PD version, and a

massive, three-disk licenceware version for £5.99. The full version has 16 different fighters, each with their own special moves, 16 different locations, a choice of Arcade or Knock-Out fights and infinite credits. The PD version has just four fighters and four locations. Both offer a variety of options including difficulty and speed settings.



The characters, who sport such names as Hank, The Mask and Ky, are leaner than their SF2 counterparts and strangely more agile; there are none of those odd pauses between each move and they leap about like startled gazelles. Though the controls and range of moves are more limited than SF2's (but not much) the game is responsive to commands and only occasionally annoyingly sluggish.

The graphics are a bit messy and the action does have a ridiculous tendency to take place off the side of the screen every so often (I kid you not), but overall *Mad Fighters* is incredibly impressive for PD. Oh, and I hated every minute.

VERDICT: A very polished beat-'em-up that has one obvious advantage: you can get the PD version (which at a couple of quid I can heartily recommend) and decide for yourself whether you want to check out the full £6 version.

RATING: ★★★★★

HIGH OCTANE



By Fry-Up
Productions
NBS

Golly! Just look at that logo!

This isn't actually a new game, but it gets a mention because a) it's been turbocharged and b) it's darned good and deserves an extra plug (if the rest of the mag can get away with re-reviewing games when 1200 versions are released, I should be allowed to too).

High Octane is an overhead-viewed driving game with a Sci-Fi flavour. It's a straight duel between you and the computer or a mate on a twisty track that's many times the size of the screen. The course has seen better days and there is debris, muck and other general what-nots that make driving hazardous (though thankfully no Volvo drivers). Oh yeah, and you can shoot at each other as well (great if your opponent's lapping you).

The actual gameplay is not brilliantly original, but what lifts this game out of the rut is the attention to detail and the stunning graphics. For example, if you drive through some mud or grass your car leaves skidmarks behind. The game also has the most amazing intro animation sequence, which is well worth watching.

And the new speedier version is incredibly fast. This also makes it much more tricky to control, but think of that sense of achievement when you succeed in getting around a whole circuit without spinning off the track once.

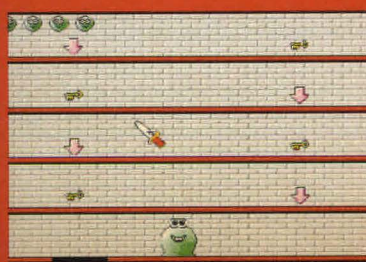
VERDICT: More limited in scope than the brilliant *Road To Hell*, but it is still a darned good driving game.

RATING: ★★★★★

FINGUS THE BOUNCING FUNGUS

By Debra Gamgee
Licenceware £3.50

Licenceware? LICENCEWARE? Right, listen up, PD libraries. If this falls into to your hands – don't distribute it. It would be unfair on your customers to



charge them for it and they wouldn't like you for doing it to them.

Honestly. This is the kind of game that a few years back the author wouldn't have had the gall to put out as anything other than pure PD. Basically the game stinks, and the author must have known. I mean, it's virtually unplayable, and can't have been playtested. So to release it as licenceware seems more like a cynical attempt to make a fast buck.

You play a bouncing thing that has to progress through a series of

screens from the bottom to the top. To do this you have to leap through gaps in moving platforms. The premise is sound enough and could have been developed into an interesting game. So where did *Fingus* go wrong?

One: The controls are pathetic; it's virtually impossible not to leap twice in one go and so Fingus ends up smashing his head against the ceiling of the next platform.

Two: You have to be ridiculously accurate to leap through the holes; there is no room for error.

Three: The levels have been badly designed so that there's no sense of progression. The first obstacle is stupidly difficult.

Four: It's dull. The graphics are uninspired and there are long moments when no gaps appear and all Fingus can do is bounce around trying to look cute.

So why devote such a large review to such an appalling game? To make an example of it. Games like this SHOULD NOT BE LICENCEWARE. If someone new to PD pays a few quid for this they'll be put off for life.

VERDICT: If it were PD I wouldn't rant so much, but it would still be crap.

RATING: Nothing.

Slick, polished, and one of the most exciting games on the Amiga. That's what this isn't.



SPACIAL HYPERDRIVE

By Tuesday, Ernie had reached the strange Motorway World of Cygnus M25.

By Mike J Rawes NBS

This comes across more like the bonus level of a much larger game than a game in itself. Anyone remember that old sketch from the classic satire programme Not The Nine O'Clock News, starring Mel Smith and Pamela Stephenson – Nice Video, Shame About The Song? Well, that kept coming to mind while playing this. It looks great, but has got about as much meat on the bones in the gameplay department as a stick insect on a Slimfast diet.

All you have to do is pilot a ship through some very Picasso-influenced caverns, all full of sharp edges, narrow gaps and windy tunnels. You can hit the sides so

many times and then you're dead. It goes very fast and... er... well, not much more.

The first time you play it, it's fun. The second time, irritating. From then on it's just plain dull. You only get one life and there are no restart points or power-ups so you keep on playing the same bit over and over again.

VERDICT: Please come back when it's finished.

RATING: **

Late on Wednesday afternoon, Ernie was beginning to find the scenery a shade dull.

DRELBS

By Simon Chan NBS

Well, we have to have at least one a month – no, not a SEUCK game to deride but a conversion of an 8-bit classic (though sometimes I think classic is used in the loosest possible sense). *Drelbs* is based on an ancient C64 game, which in turn was based on the pen and paper classic 'Boxes' – the one where you draw a grid of dots then two people take turns to draw in lines in an attempt to create boxes.

In this computer version the grid is made of swivellable flaps which you move using your Smiley

Little nasties go to work...

...to stop you making boxes.

sprite. Hampering you in your boxing

endeavours are some not-at-all-smiley nasties that you need to avoid. Basically you have to create as many boxes as possible on each level, and the further you progress the more nasties you have to contend with.

I like the concept. I can see potential. But it does get repetitive. There wouldn't be any harm in updating it slightly, would there?

VERDICT: Nice idea, needs more work. PD authors should try it.

RATING: ***

BLACK DAWN

By Andrew Campbell Pathfinder PD

So what does the name *Black Dawn* conjure up in your mind? A George Romero zombie flick? A post-apocalyptic Mad Max-style action film? The morning after a night on the town? Whatever vision you had, I bet it wasn't wandering around a space station blasting aliens. I mean, they don't even have dawn in space. Black, yes, but not dawn.

But once you get past the daft name, you get to a mightily fun game. Okay, I've already mentioned the word blasting, but this isn't a shoot-'em-up. The action is sporadic and rarely demands much in the way of joystick dexterity or fast reactions; *Black Dawn* is more like a simplified version of *Space Crusade* in which planning ahead so you can tackle encounters with alien scum is the most important aspect.

It's a 3D game divided into various decks. On each deck you have an objective, usually to find the way out. The problem is the place is crawling with nasties and, at the start of the game, you are armed only with a knife and a pretty pathetic pistol.

Luckily, where any normal office would have a coffee machine, this place has weapons dispensers, but you have to put money in the slot. There is some dosh lying about the place, but you get more if you manage to kill the nasties; they leave behind cash as well.

You have access to a map, which is dead handy, and you can have multiple weapons which you can store in your

inventory, although you can only use two at once (one in each hand). Guns will run out of ammo, but you can trade them in at the dispensers. You can also buy armour and medical supplies from the dispensers.

I must admit I loved *Black Dawn*. Okay, the format's a bit limited, but within its confines it comes up with some very interesting challenges, and the difficulty levels progress logically so that the lessons you learn on one deck can be applied on the next. The graphics and sound are wonderfully atmospheric and, to be frank, it makes a change from endless platformers.

VERDICT: Give it a go, you might just like it. **RATING:** ***



KUNG FU CHARLIES

By Andy Walker NBS

If I call this a platform beat-'em-up you'd probably get the wrong idea. But that's what it is. Sort of. It's just that 'platform beat-'em-up' seems to be overstating the case somewhat. Y'see, the beat-'em-up bit is pretty much a non-functional gimmick. Well, it does have one function and that's to differentiate this PD platformer from all the other PD platformers. To an extent, it works.

You control a little Kung Fu guy who wanders around a series of multi-level caverns kicking the stuffing out of all the

other little Kung-Fu guys who appear. You've got a couple of moves – a low kick and a high kick – so you're hardly a Ninja warrior, but your opponents are even more dopey and, despite wearing the white dressing gowns, they do little other than wander around aimlessly. Their main advantage is their sheer numbers.

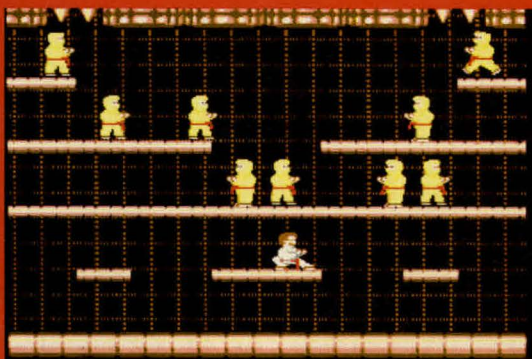
And that's about it. There are a few bonus pick-ups but nothing very exciting. The levels have been reasonably intelligently designed so that you have to think before you go about mindlessly kicking everyone in sight. The Kung Fu theme is sufficiently novel to keep it

interesting for a few minutes, but you soon realise that in terms of gameplay, there's little new on offer.

VERDICT: An okayish, sort of alright, not exactly very interesting platformer.

RATING: ***

Kung Fu Kid versus the Ninja Teddy Bears With Red Codpieces might be a better name. Or perhaps not.





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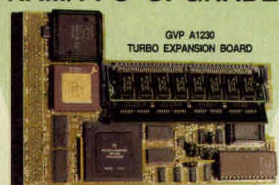
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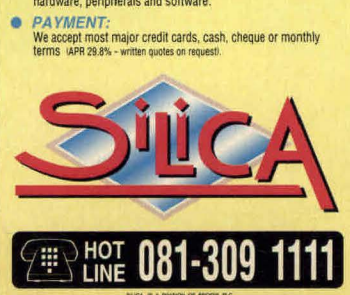


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WHATEVER NEXT?

Regular readers of AMIGA POWER will have learned by now to expect the unexpected and not to believe our confident (yet frequently incorrect) predictions of what the future will bring. Now it's blatantly obvious that we only find out what's going to be in each issue roughly three days before deadline, when we all have to stay until midnight every night, furiously typing away while simultaneously munching delicious Chinese takeaway meals from tin foil cartons, but even so, we've had calls from some quarters to make a regular feature of what'll be in the next issue, rather than half heartedly slotting it away on the back cover.

As you can imagine, it's not a prospect that thrills us, but we're young, we're dynamic, and so we thought we'd give it a whirl. So here we go, launching into a brave experiment inspired by the thrill of the unknown, and not in any way by us being forced to fill an unexpectedly blank page only hours before deadline. Nope. No way.

AMIGA POWER

AMIGA POWER 35 WILL BRING YOU:

REGULAR FEATURES

AMIGA POWER just wouldn't be the same without letters from you, the latest news on hardware and events, a complete rundown of the best games around, and those same five jokes that we dust off and use every month.

HINTS AND TIPS

Game guru Rich Pelley sorts out all those niggly game problems for you, providing he can dig himself out of the mountain of *Frontier* and *Syndicate* tips, that is. Also, with *Cannon Fodder* riding high in the charts, we'll have the first in a series of mammoth playing guides. Hoorah!

PREVIEWS

What's due to come out soon? What games are in the pipeline? All around England and Europe, teams of dedicated programmers are at this very moment shunning regular sleep patterns, exercise and healthy diets to bring us the hit games of the future. We just wish they'd occasionally phone us up and tell us about them. Is that too much to ask?

COMPETITIONS

We just love to give you things at Amiga Power. In the last year we've sent people karaoke machines and multigyms, and even whisked them off to places as far away as Denmark, so AP35 will have something in a similar vein. Probably.

REVIEWS

Ah, here's where we run into problems predicting what the future will bring. We know for a fact that you're going to get incisive, well balanced and beautifully sculpted reviews on all the latest releases, but what they're going to be is still a bit of a mystery. We reckon that most game developers don't know themselves when a game's going to be finished.

However, next month we've definitely got *Tornado* from Digital Integration, and the gorgeous looking CD32 adventure *The Labyrinth Of Time*, but what else? Could it be Virgin's long awaited *Apocalypse*, or Empire's *Twilight 2000*, or maybe *Battletoads* from Mindscape? Well, it could be, but there again maybe not. You'll simply have to wait until next month. The same as us.

AMIGA POWER

Blues are new and reds are hot - that's the key to understanding our indispensable guide to the last year's finest in Amiga entertainment. Well? What exactly are you waiting for? Go ahead and read it then!

THE BOTTOM LINE

(AND HOW TO UNDERSTAND IT)

★★★★ Excellent ★★★★★ Nearly there ★★★★★ Very good
★★★★ Has its moments ★★ Flawed ★ Dire

The whole point of The Bottom Line is to cram as much information as possible into this small space. Here's how it works...
The top bit is easy:
GAME NAME
Publisher Price

Then we get (just for your information really) the issue of AMIGA POWER in which the game was originally reviewed, the mark it got at the time, and the reviewer's initials. If the game appeared in our new All-Time Top 100, its position comes next, followed by the mini-review and a final rating out of five stars (with red ones to show which ones are real 'must buys'). And there you have it - all you could ever possibly need to know about just about every full price game you're even slightly likely to think about buying.

WHO'S WHO

AP - Adam Peters ● CW - Cam Winstanley ● DG - Dave Golder ● GP - Gary Penn ● JD - Jonathan Davies ● KF - Karl Foster
LB - Linda Barker ● MR - Mark Ramshaw ● MS - Matthew Squires ● RL - Richard Longhurst ● RP - Rich Pelley
RR - Ronnie Randall ● SC - Stuart Campbell ● SF - Steve Faragher ● SIM - Steve McGill ● TN - Tim Norris ● TT - Tim Tucker

1869

Flair Software £29.99



AP27 79% DG

Powerfully complex high seas trading sim set in, you've guessed it, 1869. Easy to get into, generally fantastic for strategy fans and history-of-shipping enthusiasts, but otherwise just a little bit dull from a visual action point of view. ★★

ABANDONED PLACES 2

ICE £34.99



AP27 58% TN

Follow-up to (surprise, surprise) *Abandoned Places 1*, this is fairly standard RPG fare. It's big, it's easy to control and it looks great, but in the end, you'll find that the disk-swapping and copy-protection-code-demanding really get in the way of your fantasy enjoyment. Competent, but hardly outstanding. ★★

A-TRAIN

Ocean £34.99



AP24 82% RL Top 100 No.81

Slow-paced but thoroughly engrossing god sim, where you build up towns around a fledgling train network. Stunning graphics and gameplay so deep you'd probably break your ankle if you fell into it. A visually attractive strategy game - now there's something you don't see every day. ★★★★★

ALFRED CHICKEN

Mindscape £25.99



AP31 70% JD

One of the top characters from the Nintendo Game Boy survives the transition by becoming one of the Amiga's cutest characters. He clucks, he struts, he dives headfirst into the ground, but apart from these amusing poultry manoeuvres, Alfred's stuck firmly in predictable platform land, where bad guys hate it if you jump on their heads, and spiky balls twirl around on the end of long chains. Fun? Well yes, but in a fairly traditional sort of way. ★★

ALIEN BREED 2

Team 17 £29.99



AP32 81% CW

It's *Alien Breed 1* only bigger, better and much, much harder. From an overhead viewpoint you guide your character around a maze of futuristic buildings collecting instruments of death and destruction and using them on the aliens. Loud noises and lots of splatter and gore add to the fundamental enjoyment of proving your superiority to these alien scum. Eat Plasma death, bug eyes. It says here. ★★

'ALLO 'ALLO CARTOON FUN

Alternative £24.99



AP33 37% CW

Farcical french fun with all your

favourites from the eponymous television show. Sadly the game is rather bland and dull with about as much humour as something that hasn't got very much humour at all. It's a platformer with naff gameplay, slow scrolling, over long disk accessing and no new ideas. ★

THE ANCIENT ART OF WAR IN THE SKIES

Microprose £34.99



AP27 65% CW

Wide-ranging World War 1 air combat and strategy sim, mostly let down by horrendous disk accessing. You can swap between an overall view of the battlefield, and sitting in with your bomber and fighter crews on missions - bombing runs are great fun, while dogfights, er, aren't. It adds up to an entertaining and challenging wargame that's tricky to recommend unless you've got a hard drive. ★★

ARABIAN NIGHTS

Mirage £34.99

AP25 83% LB

I know what you're thinking, punk - "Oh no, not another cute platform game". Up to a point, you'd be right - *Arabian Nights* has all the hallmarks of a good old scrolling romaround, plus cryptic puzzles, massive built-in cuteness factor, and extraordinary (if occasionally frustrating) high speed. Great fun. ★★★★★

B17 FLYING FORTRESS

Microprose £39.99



AP25 83% TT

Remember the film *Memphis Belle*? Well, if you've ever wanted to take on the roles of the entire crew of a B17 strategic bomber, then this is the simulation for you. It's a little short on high-speed graphic action, but more

than makes up for it with attention to detail and seriously nostalgic World War 2 ambience. ★★★★★

BACK SIDES

Emotional Pictures £25.99



AP27 20% JD

The ancient game of Othello has mesmerised mankind for centuries. And now (at last), it's been brought bang up-to-date - in this new version, the more tiles you flip, the more you get to see of 'attractive' young ladies in various states of undress. Now, you might expect this to be poorly programmed, badly playtested, tacky old rubbish - and you'd be right. It's also pretty good at playing Othello, though. Damn. ★

BARD'S TALE CONSTRUCTION KIT

Electronic Arts £29.99

AP23 62% JD

It's a construction kit for *The Bard's Tale*, isn't it? Does the job well, but you'd have to be a real fanatic to plough through the unfriendly and unforgiving interface it uses to do it. Then again, if you were thinking about buying this in the first place, that's exactly what you'd be. So, er, that's alright then. ★★

BATTLE ISLE '93

Blue Byte £25.95



AP27 86% CW

Not the long-awaited *Battle Isle 2* (due out in early 1994), but pretty much the original *Battle Isle* set in space - on a moon, to be more specific. Including all the stuff that made *BI* such a favourite (plus, unfortunately, the original's occasionally annoying slowness), this is a wargame that would entertain many an arcade fan with a good hour or so to spare. ★★★★★

BEAVERS

Grandslam £25.99



AP26 71% SC

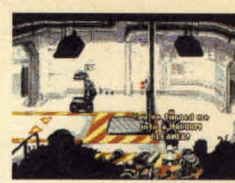
Adequate cute platformy antics, featuring a beaver. Natural history devotees may be disappointed by the lack of attention to dam-building, while the rest of us have to put up with dodgy controls and loads of disk-swapping. Engaging enough while it holds your attention, but really nothing all that special. ★★

BENEATH A STEEL SKY

Virgin £34.99

AP33 86% CW

This massive point and click adventure comes with a couple of features that are often lacking in this genre. The first is the amazing graphics, scanned from Dave Gibbons excellent artwork and the



second is the tremendously good plot. Go ahead, immerse yourself. ★★★★★

BLADE OF DESTINY

US Gold £39.99

AP30 67% (A1200 75%) RP

It might look like another *Legends Of Valour*, but don't be fooled - this



RPG is dull, badly-designed, a major pain to play without a hard drive, and stupidly, greedily, ridiculously expensive. Don't bother. ★★

BLASTAR

Core £25.99



AP31 37% CW

Hailed by some as the future of video gaming, *Blastar's* an unfortunate mish-mash of tired game genres thrown haphazardly together with lots of gorgeous graphics. Flying around and shooting things was rarely so nice-looking yet completely tedious, and the whole experience is slightly less enjoyable than watching re-runs of the cult Australian '70s TV series *Canoe Squad*. ★

BLOB

Core Design £25.99

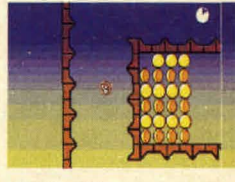


AP29 88% SC

Get this - you control a friendly blue blob who bounces up (out of the screen) and down (into the screen) onto little floaty platforms hanging in space. Off-beat? Definitely, and playing this puzzler's even more bizarre than reading about it. For a plain round thing, the blob's so cute it's practically illegal, and watching it plummet to its death is a sight that can reduce even grown men to tears. ★★★★★

BOB'S BAD DAY

Psygnosis £29.99



AP32 85% CW

Original and great fun *Bob's Bad Day* is a puzzler with a difference. Bob loses his body at the beginning of the story (careless huh?) and his head has to go and find it. The game

system involves spinning a maze around so that Bob's head rolls into the right areas. The sparse, nay, primitive graphics of *Bob's Bad Day* in no way detract from the novel and absorbing gameplay. ★★

BODY BLOWS

Team 17 £26.99



AP24 89% TT Top 100 No.53
The Amiga beat-'em-up that *Street Fighter 2* should have been. It's a gloriously slick fightfest where you can actually control your character with an amazing degree of lethal accuracy. The only downer is how long you can bash your mates before it gets a bit boring. ★★★★★

BODY BLOWS GALACTIC

Team 17 £26.99



AP33 72% CW
Great graphics and loads of weird combatants do not really lift this game out of ordinariness. Weedy sound effects mean that you don't feel like you're hitting anything and, frankly, it's too slow.★★

BODY BLOWS GALACTIC ENHANCED 1200 VERSION

Team 17 £29.99

AP33 79% SM
Three quid extra for marginally nicer graphics. It runs faster but then you bought an A1200 so that it would, didn't you? Worth a look for the unfeasibly strange contestants.★★★

BRUTAL SPORTS FOOTBALL

Millennium £25.99



AP32 88% SM
This excellent sports game is one of the variety that is viewed from the side with a pitch that is three or four screens wide. The scrolling is very smooth and the animations all extremely good. The object of the game is to score goals in a sort of Australian Rules Football set in a fantasy world. You have a choice of teams, including several intelligent animal ones. The twist comes in the quantity of violence, decapitation is a fairly common occurrence. The control system is intuitive and extremely good, the choice of tactics almost unlimited.★★★★

BURNING RUBBER

Ocean £25.99



AP30 79% SC

A curiously different driving game, concentrating more on a near-realistic rallying notion than outright high-octane driving thrills, and turning out all the better for it. It's technically a bit shabby, to be honest, but it's surprisingly good fun.★★★★

CAESAR DELUXE

Impressions £29.99



AP30 68% RP
Sim City-esque strategy wargame type of affair, with more to do than the original (that's both the original *Caesar* and the original *Sim City*), but no particularly interesting ways to do any of it. Not bad, but it doesn't transcend its setting for non-Roman Empire fans.★★★

CANNON FODDER

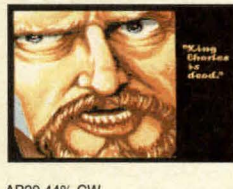
Virgin £29.99



AP32 94% CW
The joint highest score we've ever given a full-price release. Tanks, helicopters, planes, grenades, guns, zoomoom, bang, akka-akka-akka, you're dead, I'm not. Rush out and buy this smoothly scrolling death dealer and when you get home you can lead your platoon of grunts through all the horrors of modern warfare. Fine graphics and superb sounds will keep you gripped through all 72 levels of this massive chamber that combines elements of strategy, puzzle and arcade action. War will never be this much fun again, allegedly.★★★★

CASTLES 2

Interplay £34.99



AP29 44% CW
It's every boy's dream to grow up and be the ruler of a small European province between the years of 1337 and 1453. At least that's the messed-up head-trip the programmers of this must have been on when they launched *Castles 2* on the unsuspecting masses. Grainy monochrome movie footage fails entirely to take your mind off the slow pace and shockingly poor battle sequences of this listless strategy/battle/conquest game.★★

CHAMPIONSHIP MANAGER '93

Domark £25.99

AP27 80% TN
Excellent footy management sim, and a big improvement on its prequel, with (it's claimed) 37 additional features. Astonishing attention to detail makes it ideal for the more cerebral strategists among you, but there's still no on-screen football action – if you want to see your lads giving it 101% out there on the pitch, go for *Graham Taylor's* instead.★★★

THE CHAOS ENGINE

Renegade £25.99



AP22 89% SC Top 100 No.14
The Bitmaps return with an absolute corker of a shoot-'em-up. A cross between *Gauntlet* and *Speedball 2*, this looks, feels and plays like a dream, with bundles of atmosphere and gorgeous graphics too. Most importantly, it's great fun to play, and the two-player mode is even more brilliant. Unmissable.★★★★★

CHUCK ROCK 2 - SON OF CHUCK

Core £25.99

AP24 83% CW Top 100 No.66
Chuck's son Junior battles against some of the biggest, cutest monsters of all time to get his pot-bellied dad back. Formula platform material is spiced up with funny and playable sub-games and high-class cartoon characters.★★★★

COHORT 2

Impressions £29.99



AP26 52% CW
Roman battle sim that works either as add-on for *Caesar*, or as a stand-alone strategy wargame. By themselves, the battles tend to be confusing rather than enthralling, while the fact that you can win without giving a single order is a little, er, suspicious from the tactical involvement point of view.★★

COSMIC SPACEHEAD

Codemasters £25.99



AP33 78% CW
A highly cute and rather amusing adventure for the younger members of the Amiga game playing family. *Cosmic Spacehead* is a fairly typical adventure game with simplified puzzles for the young. The sections are broken up with a platform game as *Cosmic* races around trying to convince the occupants of his own planet that the Earth exists.★★★★

CYBERPUNKS

Core £25.99



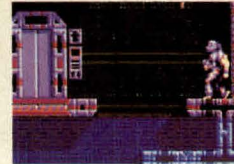
AP32 70% SM
Nauseatingly cute cartoon characters wander around killing aliens in a maze. Pick up objects, carry them around and, er, use them. Pick up guns, carry them around and, er, shoot things. There are five huge levels each with a myriad of different sub-levels. There are loads of power-up options that lend some interest to

this otherwise tedious game.

★★★

DEEP CORE ICE

£25.99



AP32 54% SM

Very ordinary *Gods* rip-off set in the future with an unfeasibly large central character. Three sections, nine levels in each and lots of small sub-levels make this an enormously tedious game.★

D-DAY

US Gold £29.99



AP29 54% TT

The largest ever sea-borne invasion of history is boiled down into a series of vaguely amusing but pretty pointless sub-games. Land your paratroopers on target, bomb bridges in a 3D polygon flight sim section, attack farmhouses in an isometric combat section. And so on.★★

DESERT STRIKE

Electronic Arts £29.99



AP25 92% TT

One of the best games on the SNES and Mega Drive just got a whole lot better. Naturally enough, the Amiga version of this isometric helicopter gunship classic has got better graphics, better explosions and generally all the stuff you need to turn your puny console-owning friends Lemmings-hair-green with envy. The gameplay's a bit simple, but there's plenty of missions and a brilliant Gulf-War-feel all round (if that's your cup of tea).★★★★★

DIGGERS CD32

Millennium £29.99



AP30 80% CW

Near-interesting strategy arcade effort (the first ever AP CD32 review, trivia fans), but almost entirely scuppered by a thoroughly horrible control system. It's massive, but you're not going to be able to suffer the controls long enough to see much of a percentage of it.★★★

DIGGERS A1200

Millennium £34.99

AP31 72% TN
The CD32's first game makes it to the (relatively) humble A1200 without all the frills, and with a few modifications made following some constructive AP-type criticism. It's a game of alien worlds and mining, where you fight it out with a computer-controlled opponent in the



tunnel networks that you create. It's complex and thought-provoking, but the odd pace of the game won't appeal to everyone, and the prospect of the game halting abruptly when your opponent finds enough gems is still infuriating. Compulsive or cack? You really need to see it first-hand to answer that one.★★★★

D/GENERATION (CD32 Version)

Mindscape £25.99

AP32 90% SC
Apart from the fact that it uses the joystick to good effect, there's no difference to the original version at all. It's still brilliant though.★★★★★

DISPOSABLE HEROES

Gremlin £25.99



AP31 77% CW

The triumphant return of the horizontally scrolling shoot-'em-up? Well, sadly not, for although *D-Heroes* features some of the most splendidly awesome graphics ever seen, the chances are that most people are never going to see any of the video cameras, monsters and teeth that litter the levels. Why? Well it's all stupidly difficult, even on the easiest level, so you'd have to be some sort of gamesplaying messiah to prefer this over *R-Type 2*.★★★

DONK

Supervision £26.99



AP31 76% SM

Okay, so it's another platform game, but that's the bad news over with. *Donk* features not one, but quite literally a duo of Samurai ducks, who spin and run their way through massive levels for whatever reason platform characters do all that running and jumping about. As protection, he can don an egg shell, to get under low bits he can turn into a plain old rubber duck, and if you haven't got a friend, you can still play it as a bog-standard one-player platformer. And there are loads of crap bird-related jokes as well.★★★

DOOFUS

Prestige £28



AP33 4% JN

Look, just don't bother alright. It got 4% and we don't do that lightly whatever people might think.★

DUNE 2

Virgin £30.99



AP28 91% CW

Not really "more of the same", more a case of "more of something else" – the first *Dune* was a stonking desert planet strategy adventure, and this is a sort of *Sim City*-meets-*Battle Isle* wargame affair. And very hot it is too, with real-time combat action and a nice line in synthesised speech as you send your troops off to fight in the scorching spice-wastes. You build, you fight, you harvest, you explore and, er, you fight again. But then again, that's what galactic domination is all about.★★★★★

ENTITY

Loricel £25.99



AP25 74% SC

The prehistoric platforming adventures of an, er, generously proportioned young lady who gets her kicks by punching out dinosaurs and other mythical beasts. Good static graphics, slightly dodgy animation, and a bit of fun while it lasts (which may not be too long). And phwoar, eh lads? ★★

F117A

Microprose £34.99



AP33 86% SM

Not a huge amount of difference here from other Microprose flight sims, most notably *F19*. The *F117A* is a stealth plane and there are a range of missions to choose from and you fly about shooting people and buildings and all that. Still it looks lovely, it's fun to play and you feel really good when you complete a mission.★★★★

FANTASTIC DIZZY

Codemasters £25.99



AP33 80% SC

Dizzy as egg as ever in this huge puzzling platformer. Unfortunately there's very little here that's original, and the game seems a trifle thin for the money. Fortunately the atmosphere's good and you'll be kept interested for a long time.★★★★

FLASHBACK

US Gold £37.99

AP25 92% CW

Another Another World, only this time





the graphics are even better and there's a good deal more to the gameplay. The extraordinary in-game animations have to be seen to be believed, and the horrific arcade adventure playability keeps you coming back for more. It's kind of pricey, and some sections are too frustrating, but *Flashback*'s still a major milestone in Amiga gaming. Ooh yes. ★★★★★

FOOTBALL TACTICIAN

Talking Birds £22.95
AP29 61% SC



Very much a bog-standard football management game, with few reasons to buy this one rather than one of the numerous other ones. You do get versions for most nationalities of the globe, and can play Scotland, England or even Italy. So that's alright then. ★★★

FRONTIER: ELITE 2

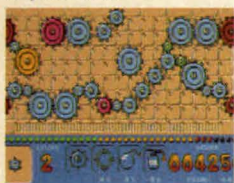
Gametek £34.99



AP32 65% (A1200 75%) RL
Massive space adventure that is very much in the style of its predecessor but lacks the same totally addictive qualities. The graphics don't really cut it and the sound is fairly minimal. It is huge though and you get involved in the twisting story lines. All your actions have consequences and there are various factions such as the Empire and the Federation who have very long memories. Overall it's nowhere near as exciting as it should be. ★★★

GEAR WORKS

Hollyware £19.99



AP30 60% SM
Awful-looking, but sneakily intriguing, puzzle game based on connecting up gears in what looks like the insides of a clock. It's not an instant hit, but persevere through the first few levels and you'll find a pretty absorbing little puzzler at a halfway-reasonable price. Nothing very exciting, admittedly, but good stuff for (ngh!) fans of puzzle games. ★★★

GENESIA

Mindscape £29.99

AP33 JD 73%
The god-aim bandwagon is beginning to creak and groan with the weight of all these new look-alikes coming out. *Genesis* looks like *Populous*, plays like *Settlers* and has elements of nearly all the others. A plot twist



Involves a quest for seven gems that you send your knights out on when you start to get bored with building your city, but apart from that it's highly unoriginal.★★★

GLOBAL CONFLICT

Quantum Software £12.99
(startup kit)



AP28 53% CW
Modern-day play-by-mail world domination game. To play, you get a map, a strategic update screen, and some reasonably effective sound effects to convey the combat sequences. But can the vagaries of the British postal system compete with the up-to-the-minute tactical thrills of modern link-ups? Our reviewer thought not. ★★

GLOBAL GLADIATORS

Virgin £30.99

AP28 84% TT



At last – a cute platform shoot-arama with a difference you'll enjoy. Excellent graphics, slick gameplay, lovely big levels, endearing characters – you name it, you "got it" (as I believe these modern fast-food outlets are saying nowadays). There's a few too many jumping-into-empty-space-and-hoping situations for entirely comfortable gameplay but, medical experts agree, it's still the ideal antidote to 'platform fatigue'. ★★★★★

GLOBDULE

Pygnosis £29.99



AP33 82% DG
The amorphous sticky blob as cartoon style platform hero makes an encouraging return in this huge game. There are loads of levels, it's instantly playable and very addictive. A thoroughly polished performance that lacks all originality. But hey, it's loads of fun. Besides, we like leaping around and sticking to things. ★★★★★

GOAL!

Virgin £30.99



AP26 82% TT
Kick Off 3 in all but court injunction – Dino Dini once again dares to go up against the footballing might of *Sensible Soccer*, and, the truth be told, comes off a lot better this time. Loads of options offer practically everything you could ask for in an arcade soccer game, with the possible exception of *Sensi*'s super-intuitive control system. But, hey, maybe that's what you *Kick Off* fans prefer (and deserve). ★★★★★

GRAHAM GOOCH WORLD CLASS CRICKET

Audiogenic £29.99

AP26 80% TN
Definitely the best Amiga cricket sim so far. Though whether that makes it a worthwhile game all-round still very much depends on whether you've got the patience for ordinary cricket – never a fast-paced full-action sport, even at the best of times. Loads of options, a good (if brief) 3D bit and crap sound. How's that? ★★★★★

GUNSHIP 2000

MicroProse £35.99



AP28 85% CW
Apaches, Blackhawks, Super Cobras, Defenders, Kiowa Warriors – if high-powered helicopter combat sims are your game then *Gunship 2000*'s probably your, er, name. Compared to the hugely popular original, this is very fast (even on a standard Amiga) with plenty of customisation options so you can tailor the tank-busting and chopper-downing entertainment to your own ability. And even the extensive pre-mission disk-swapping doesn't seem so bad. One of the top sims around. ★★★★★

HIRED GUNS

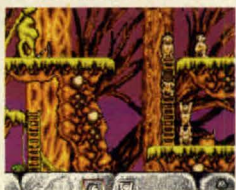
Pygnosis £29.99



AP30 88% SM
After a wait so long that it wasn't even funny any more, DMA Design's four-player *Dungeon Master* clone is here, and it's a winner. *Hired Guns* is big, it's hard, and you'll have to be pretty damn clever to make much of an impact on its gargantuan world. There's something here for everyone – a damn good game. ★★★★★

HUMANS - JURASSIC LEVELS

Mirage £19.99 data disks, £29.99 stand-alone



AP26 63% CW
Another 80 levels for the game that's trying so hard to be *Lemmings* that it hurts your fillings. Puzzles tend to be frustrating rather than fun – if you liked *Humans*, you'll love this. Otherwise, avoid. ★★

ISHAR 1200

Daze £29.99

AP29 84% DG



You want good graphics? If you've got an A1200, then it's always good to know that your gear's that little bit better than your neighbours, but although the A1200's extra palette adds to the pictures, it's still the same old game as the standard *Ishar*. ★★★★★

ISHAR 2

Silmaris £29.99



AP28 79% JD
Despite all your efforts in the first instalment, doom's still stalking the land of *Ishar* – which is all the excuse you need to assemble a hearty band of adventurers and set off on a bizarre 3D walking-into-the-screen mission to collect the parts of a magical poem. Or something. It all adds up to a thoroughly professional RPG that'll please *Ishar* and other fantasy fans immensely. Fab graphics too. ★★★★★

JAMES POND 2 - ROBOCOD (CD32 Version)

Millennium £29.99



AP32 45% SC
All very well in its day but on a brand spanking new format such as the CD32 this game looks old, tired and boring. No thank you. ★★

JET STRIKE

Rasputin Software £26.99



AP32 68% DG
A curiously nostalgic game that is reminiscent of mid '80s 8-bit games played on a Spectrum. You choose from a variety of planes and fly around shooting things, crashing into tall buildings and completing missions. The action is viewed from the side and the graphics are crap. ★★

JURASSIC PARK A1200 VERSION

Ocean £27.99



AP33 71% SM
Blockbuster graphics, b-movie gameplay. Rather like the film you

roam around the park rescuing small children and fighting off scary dinosaurs. The 3D sections inside the buildings are far and away the most fun with some genuine surprises lurking round the corners.★★★

LEGENDS OF VALOUR

US Gold £39.99



AP23 88% MR Top 100 No.24
Amazing-looking texture-mapped RPG, an absolute dream to play, but at an absolute nightmare of a price. Still, with this kind of thing you usually always get a lot of playing time for your money, so that's sort of alright, we suppose. ★★★★★

LEMMINGS 2 - THE TRIBES

Pygnosis £29.99



AP24 92% SC Top 100 No.8
Super lemmings, jet-pack lemmings and hundreds of tiny McLemmings, what more does a sequel to one of the most popular games of all time need? With 52 different lemmings, save game options and an actual storyline, *Lemmings the Second* rises above an already pretty damn spiffing original. ★★★★★

LETHAL XCESS

Eclipse £TBA



AP25 70% CW/SC
Isn't it about time we had another vertically-scrolling shoot-'em-up? What do you mean, "No"? *Lethal Xcess* is genuinely professional carnage along similar lines to *SWIV*, with some nice new ideas of its own. Where it falls down is the ridiculous level of difficulty which will sorely test all but the most fanatical autofire fans. And it's just not as good as *SWIV*, either. ★★

LIBERATION: CAPTIVE 2 (CD32 ONLY)

Mindscape £34.99

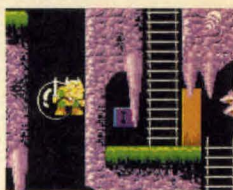


AP33 91% SF
The first game that really uses the CD32 to its full potential. Massive gameplay area, 4000 levels, hours of digitised speech and fairly horrible graphics (saddy). Guide your four androids around the city which is viewed in *Dungeon Master* style and, by picking up and following the clues, liberate the wrongly imprisoned. ★★★★★

THE LOST VIKINGS

Interplay £29.99

AP27 87% TT



Original. Cute. Addictive. Funny. Infuriating. Enjoyable. And 'brilliant'. These are just some of the adjectives which Tim 'Mr Vocabulary' Tucker used in his review of *The Lost Vikings*. And with good reason – with 37 levels of 3-character action, this is (at last) a platform-puzzler that really does something new for the genre. The controls are a bit odd, and the backgrounds could have been prettier, but generally this is a real platforming 'must-have'. ★★★★★

MAGIC BOY

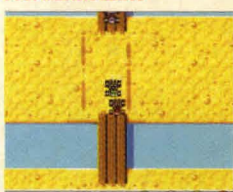
Empire £25.99



AP33 37%
We've seen it all before and we've seen it done better. *Magic Boy* is a very similar game to *Rainbow Islands*, only nowhere near as good. It's not all bad, it's got a few interesting bits and loads of secret rooms and all that, but the controls aren't too slick and the graphics are too small. ★

MICRO MACHINES

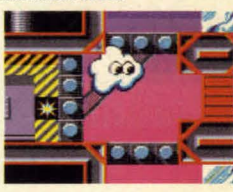
Code Masters £25.99



AP30 88% SC
Finally arriving from those pesky consoles, this is certainly the most original, and just as certainly the best, overhead-view racing game the Amiga's ever seen. A wide variety of settings and vehicles with very real handling differences means the chances of you ever getting bored of *Micro Machines* are about the same as of *Sonic The Hedgehog* getting converted to the Spectrum. ★★★★★

MORPH

Millennium £25.99



AP27 86% TT
Previously titled *Metamorphosis*, this is a zany platform-puzzler – with a twist. And a turn, and an impromptu lesson in thermodynamics thrown in for good measure. You're a collection of molecules that can change state (into a solid, gas, liquid, or whatever) in order to solve puzzles and then change state again – and so on. Well-designed puzzles and cute graphics make it hugely addictive – and that's what it's all about. Oi. ★★★★★



MORTAL KOMBAT
Virgin £29.99

AP33 86% SC
Surprisingly excellent conversion that must make the Amiga version far and away the most playable and enjoyable. Thrash, maim and destroy your opponents and move on up to eventually face the thing with four arms and finally the evil overlord, or something. Easy to control, good enough graphics and those exciting spurts of blood all add up to lots of fun, fun, fun, fun, fun.
★★★★★

NAPOLEONICS
On-Line £34.99

AP30 22% DG
Unutterably awful wargame for dreary anally-retentive psychopaths with dysfunctional personalities.
★

NICK FALDO'S GOLF
Grandslam £34.99

AP22 88% TT Top 100 No.33
Fast, pretty and enormously satisfying to play, this is still the best golf game for your Amiga, with only *PGA Tour Golf* coming anywhere near it. There's a very accurate golf feel to the game which will please fans of the real thing but not deter others, and Nick himself is on hand to give you handy advice if you need it. If you don't yet have a golf game, get this – you'll love it.
★★★★★

NIGEL MANSELL'S WORLD CHAMPIONSHIP (ENHANCED 1200 VERSION)

Gremlin £25.99
AP25 52% SC
Not really very enhanced at all. Still quick to get into though.
★★

NIPPON SAFES
DMI £29.99

AP26 85% TT
Imagine *Monkey Island*, programmed by Italians, set in modern-day Japan, and with a unique 3-way multi-character 'parallaxion' system. And without any monkeys or islands in it. Now you're getting close to how much fun this tasty cartoon-style graphic adventure offers – great plot, reasonably tricky puzzles, and quite a few laughs too. The high price and 5-way disk-swapping are the only real problems with it.
★★★★★

OSCAR (CD32 Version)
Flair £25.99

AP32 51% SC
Dull, generic, derivative and thoroughly mediocre. Oscar has a few nice ideas scattered about its many levels but they are far too few

and too far apart. ★★

**OSCAR**
Flair £25.99

AP31 66% CW
Yet another game that's hyping itself as THE game of the year, which means that it's got much further to fall when you knock it off its perch. Oscar's basically just a cute character to replace the slightly nauseous troll that featured in Flair's previous platformer, but apart from this cosmetic change, the gameplay's exactly the same as *Trolls*. What's odd is that in trying to make it look better, they've produced a messy playing area that hides baddies, and a game that generally suffers from that unforgivable platform trait of enemies re-appearing when you've killed them. Not by any definition a memorable game.
★★★

ONE STEP BEYOND
Ocean £19.99

AP29 87% CW
QUAVERS star, Colin 'QUAVERS' Curly is the only character in this platformy puzzler type thing featuring sliding platforms and QUAVERS. You may feel that having QUAVERS in a game is a tad needless and merely an excuse to advertise QUAVERS, and you'd be right. However, QUAVERS aside, it's still a groovy and fun and funky and taxing and, and... lots of other Good Things sort of puzzle game that needs you to think AND react quickly. Oh, and did we remember to mention QUAVERS?
★★★★★

OVERDRIVE
Team 17 £25.99

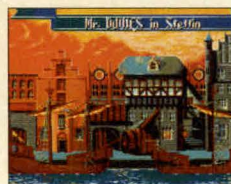
AP31 46% SC
The game that's been hyped as the mother of all overhead racing games turned out to be a tad mediocre and not really worth the wait. This lacklustre attempt from Team 17 fares even worse because of the sheer wonderfulness of *Micro Machines*, which beats it on every count. Hands down.
★★

OVERKILL
Mindscape £19.99

AP30 84% SC
Fast and sexy A1200-only *Defender* derivative for slightly more exciting



anally-retentive psychopaths with dysfunctional personalities.
★★★★

THE PATRICIAN
Daze £29.99

AP29 54% JD
All those of you out there who are really into the Hanseatic League of merchants who traded across Europe in the 13th and 14th Centuries are in for a real treat with this one. Although you trade across the world, marry for status and money and fight off pirates, all the action seems to be fixed in Europe, and the intricately animated graphics don't really detract from the big question – is there anyone out there who's going to be interested in this?
★★

PINBALL FANTASIES (A1200 VERSION)

21st Century £29.99
AP32 91% JN
Bigger, better, smoother, faster, wider, wittier, etc, etc. Well, the graphics are even more gorgeous anyway.
★★★★★

PINBALL FANTASIES (CD32 Version)

21st Century £29.99
AP32 90% SC
Nothing much new here, a couple of extra tunes and more colours. It's still just about the dandiest thing you can get for your new console though.
★★★★★

PIRACY
ICE £29.99

AP23 34% TT
Trading game with crap beat-'em-up sections and pseudo-3D maze bits. Rudimentary graphics, not a lot of depth (although at least there's plenty of variety), and generally nothing you'd really want to spend any amount of time playing. ★

PRIME MOVER
Psygnosis £25.99
AP32 22% SC

Bad music, nasty noises, crap controls and years of boredom and frustration are yours if you buy this piece of motorbiking nonsense from 'ought to know better' Psygnosis – so don't. ★

RAGNAROK
Mirage £34.99

AP23 74% TT
Nice version of an ancient Norse boardgame, slickly presented and engrossing to play, but hampered by one of the most ludicrous price tags we've seen in months. 35 quid for Viking chess? We think not.
★★★

REACH FOR THE SKIES
Virgin £30.99

AP27 80% DG
Shockingly expensive but surprisingly accessible WW2 flight sim – with the



added bonus of a strategy section that's actually worth playing. Top-notch high-speed flying sequences, with not too much realism to get in the way of having fun. ★★

ROBOCOD ENHANCED 1200 VERSION
Millennium £24.99

AP28 84% TT
Now, depending on who you believe, *Robocod* is either "THE platform cutie to beat all platform cuties" (Tim Tucker) or just "pretty damn dull" (Stuart Campbell). Either way, only a fool would try to deny that this version has loads more colours, lovelier backgrounds and five bonus levels. By all accounts, this is £25 well spent if you don't already have the ordinary *Robocod* game, but probably not worth it if you do. Or if your name happens to be Stuart Campbell, say.
★★★

SECOND SAMURAI
Psygnosis £29.99

AP32 90% JN
After *First Samurai* comes, er, *Second Samurai*. And a jolly good platform game it is too. Crammed full

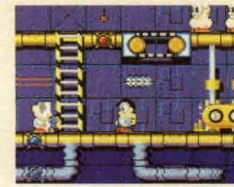
of super sounds, gripping graphics, perplexing puzzles and enigmatic enemies it will take you an age to complete. There are three worlds, each with four levels and every new level is just that bit more difficult than the last, making for a classically addictive game. *Second Samurai* stands head and shoulders above the majority of boring platformers, it has all the obligatory features such as bonus rooms and bosses but somehow has more style.
★★★★★

SEEK AND DESTROY
Vision Software TBA

AP32 79% SM
Putting you in command of an Apache helicopter this game is viewed from above and scrolls in every direction. Armed with a chain gun, Fire and Forget Air Rockets, Air-to-air intercept missiles, Air-to-ground missiles, Napalm and with the ability to call up an air strike when you need extra help, you have a variety of missions to complete. It's fast, it's fun, it's extremely difficult, it's got good noises and dull graphics.
★★★

SIM CITY DELUXE
Infogrames £29.99

AP25 92% SC Top 100 No.11
The one true god among god sims, now repackaged in this special 'Deluxe' edition, which just means you get the original game plus the *Terrain Editor* and *Architecture 1* add-on disks for your thirty quid. Yes, thirty quid – and that's our main objection. The game's as marvellous as it ever was, but frankly over-priced in this format.
★★★★★

SINK OR SWIM
Zeppelin Premier £25.99

AP26 68% SC
The sea-going platform-puzzling adventures of 'Kevin Codner', in which he rescues 'Dim Passengers'. Film-related puns aside, this is a good 60 levels of better-than-average cutesy antics, handicapped by very unforgiving controls. And at this price point, not a patch on *Lemmings 2*. ★★

SLEEPWALKER
Ocean £25.99

AP23 84% SC Top 100 No.97
Gorgeous *Lemmings*-meets-*Sonic* arcade puzzler, made all the better

by being in aid of Comic Relief. Don't buy it for that, though – buy it 'cos it's a corking little game, Ocean's best for ages. We like it.
★★★★★

SLEEPWALKER A1200 VERSION

Ocean £25.99 Top 100 No.97



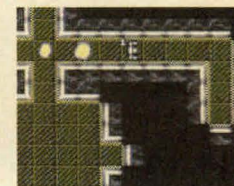
AP24 84% TT
Pretty much exactly the same as the normal version, only with 24 colours used in the game instead of 16. Oh yeah, and there's 256 colours in the opening sequence, apparently. Ooooooh.
★★★★★

SOCCER KID
Krisalis £29.99

AP29 88% SC
A game about a kid who likes soccer could only really be called one thing, and quite unsurprisingly this is it. Annoying music is the only thing that spoils this graphically gorgeous platform romping tale of a boy's attempt to rebuild the World Cup. The links between this and *Arabian Nights* are fairly obvious, but by reducing the inertia on the main character and giving him a football (with loads of special shots) those Krisalis boys have improved on their previous Far Eastern frolic.
★★★★★

SPACE CRUSADE: THE VOYAGE BEYOND

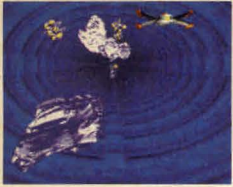
Gremlin £24.99 (stand alone) or £14.99 (data disk)
AP23 80% DG Top 100 No.98
Loads more scenarios for *Space Crusade*, very well done without offering anything significantly new. It's a data disk, basically.
★★★★★

SPACE HULK
EA £24.99

AP31 76% TT
An atmospheric conversion of the popular Games Workshop board game that pits a load of heavily armed and armoured space marines (you) against a swarming mass of evil 'Genestealer' aliens (the computer) aboard decaying space ships. It's a sort of strategy combat game, where you plan your assault on an overhead map view, and then creep around the corridors in a first-person *Dungeon Master* view. It's derivative of half-a-dozen games, but still fun and playable.
★★★

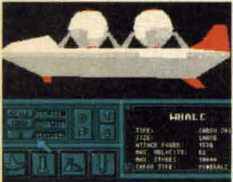
STARDUST
Daze £16.99

AP33 89% SC
Superb looking and eminently enjoyable *Asteroids* with a thousand more levels, features and enhancements. Great music synchs amazingly well to the action and gets



you totally involved. Gorgeous graphics pour out of the screen and into your eyes. This beauty will keep you blasting away for hours and hours. ★★★★★

SUB Thalamus £30



AP33 62% JN
A strategy game set in the aftermath of apocalyptic disaster. You control (can you guess?) a Submarine. You have to mine and trade and fight and generally rebuild your own miniature underwater civilisation. Sounds alright but it's all rather tedious unfortunately. ★★

SUBURBAN COMMANDO Alternative £24.99



AP33 62% SC
A mish-mash of various game styles with elements of shoot-em-up, beat-em-up and platform games. It's hugely derivative but not as bad as it could be. It stars Hulk Hogan too. ★★

SUPER CAULDRON Titus £25.99



AP27 26% SC
A major let-down after the earlier Cauldron games, and, indeed, some genuinely good stuff from the Titus crew. What's wrong with it? Well, pretty much everything, in fact. You'd have more fun playing with a real cauldron. Of soup. ★

SUPERFROG Team 17 £26.99



AP26 78% CW
First of a 'new generation' of heavily console-influenced Amiga games, this is a super-smooth, super-fast, super-cute platformer with no need at all to mention Sonic The Hedgehog (I mentioned it once, but I think I got away with it). There's no denying its

thoroughly slick and professional presentation, but, for all that, Superfrog just seems to lack a certain something in terms of charm. Come on, Team 17, we just know that you can do better. ★★

SYNDICATE Electronic Arts £34.99



AP28 91% (83% on A1200) TT
Four super pals have an exciting time sightseeing in the cities of the future, a golden land of opportunity and adventure. Oh, and I guess I should also mention the cyborgs, the crime syndicates, the horrifying selection of close-quarter firearms and the almost limitless opportunities for ridiculously eadistic violence. Yup, Bullfrog have hit the mark again with an extraordinarily absorbing strategy/god sim/shoot-'em-up, borrowing heavily from everything from Blade Runner (the film) to 3D Ant Attack (on the Spectrum). And does it work as a coherent whole? You betcha. ★★★★★

T2 - THE ARCADE GAME Virgin £25.99



AP33 57% SC
It's a shooting gallery fest with all your favourites from the movie. Well actually it's all your favourite bits from the far future bit of the movie. Armies of terminators come storming towards you and you shoot them all. And, er, then armies of terminators sprint across the screen and you shoot them all. And, er, so on... ★★

TEARAWAY THOMAS Global Software £25.99

AP22 79% TT Top 100 No.92
A console-beater in full glory, this is about the fastest you'll see your Amiga go – and boy is it fast. Good fun too, if in a rather simple platformer way. Take Thomas tearing through the levels to collect gems and jump on bad guys' heads – you know the score. A bit more depth would have made it an Amiga classic, but as it is it's a good romp and lots of fun. ★★★★★

THEATRE OF DEATH Psygnosis £29.99



AP31 61% DG
There's something ever so slightly wrong with this control-squads-of-little-soldiers-around-and-kill-the-other-guys game. Maybe it's the awkward isometric graphics that make it look as if all the roads go uphill, maybe it's the annoying control system that involves switching between map screens and battle areas every few seconds, or maybe it's the amateurish gunfire effect that's little more than a line drawn between the soldier and the

target. There's plenty of heavy weaponry and gore spread across loads of different playing areas, but it's no Cannon Fodder, is it? ★★

THE SETTLERS Kompakt £34.99



AP32 88% (A1200 90%) CW
An absorbing economic simulation with cute cartoon characters? Well, yes. Build a castle, a butchers, a bakers, a farm, a windmill and a host of other buildings and watch the tiny inhabitants scurry around building, baking, butchering, farming and a host of other things. Then take over other settlers with your knights and you've won. ★★★★★

TOM LANDRY STRATEGY FOOTBALL Merit £44.99

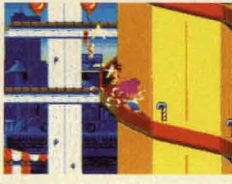


AP26 77% TT
Excellent American Football strategy game, second only to the combined strategy/action angle of the mighty John Madden (of course). All the facts, figures and stats you could ever need are here, plus some pretty funky animations of players following your plays, and uninhibited advice from Mr Landry himself. Shame there's no league table, but otherwise excellent end-zone entertainment for all you gridiron fans out there. ★★★★★

TRANSARCTICA Silmarils £29.99

AP23 64% CW
Strategy affair with a great plot, but let down by a lack of gameplay depth and some serious slowness. A bit of a disappointment. Brrr chuff. ★★

TROLLS (ENHANCED 1200 VERSION) Flair £25.99



AP27 86% TT
What's the cutest thing you can think of? Now DOUBLE IT. Yes, if you thought that the ordinary Trolls was just-so-ever-so-sweet-and-lovely-and-nice then – well, you ain't seen nothin' yet. The enhanced A1200 version has positively the most gorgeous parallax-scrolling backgrounds ever seen in an Amiga game, and what's more they don't get in the way of the action or slow things down at all. If you like platformers, then this is what you bought an A1200 for. ★★★★★

TURRICAN 3 Renegade £25.99

AP31 67% CW
Nah, they're not fooling anyone with this one. It's Turrican 2 again, only with a funny new rope attachment that allows you to swing from



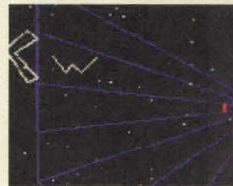
platforms and leap bottomless ravines. If you liked Turrican 2, then the chances are that you'll like this, because it's the same game. If you didn't like Turrican 2 then you'll hate this for all the same reasons. ★★

URIDIUM 2 Renegade £25.99



AP31 78% SM
Andrew Braybrook's classic game of shooting the hell out of monster spaceships just got that little bit better, and that's about all really. The differences between this new version and the original are minuscule, with a small amount of vertical scrolling, and an all-round slicker feel, and although there's a new sub-game once you're inside the ship, it's fairly tiresome and dull and not really worth the effort. Not so much a sequel as version 1 point 2. ★★★★★

VEKTOR STORM Inova Games £29.99



AP23 60% TT
Scruffy-looking version of beautiful arcade game Tempest, prone to speed-up and slow-down and sticky control. Tempest was gorgeous, but this is mediocre, and 3D quid to boot. What a shame. ★★

WALKER Psygnosis £29.99



AP24 85% CW Top 100 No.58
Strut around in a huge metallic blue chicken and kill practically everything that moves in this needlessly gratuitously violent game. Mowing down masses of attacking troops from the comfort of your bedroom never seemed like such a great idea in this graphically wonderful (but somewhat repetitive) blaster. ★★★★★

WAR IN THE GULF Empire £29.99

AP28 85% CW
Yup, it's those tank-driving tearaways from Team Yankee and Pacific Islands again, this time taking their very own brand of armour-plated justice to a future war in the lucratively oil-producing Persian Gulf. There's a marvellous overhead-map-view strategy aspect, a 3D looking-out-the-turret shoot-'em-up view, and



simply loads of high-powered tank warfare features to keep you thoroughly entertained – well at least until they get around to televising the next episode of the real thing. ★★★★★

WHALE'S VOYAGE Flair £29.99



AP27 59% CW
Hugely sophisticated RPG/adventure, sometimes similar to the Eye Of The Beholder/Dungeon Master school, but set in a spacey sci-fi scenario (the 'Whale' of the title is a spaceship, by the way). Nicely put together (despite being frustratingly hard to get started with), but somehow lacking in sparkle. ★★

WIZ 'N' LIZ Psygnosis £29.99



AP31 58% SC
Deliberately aimed at the, erm, youth end of the market, Wiz 'N' Liz's confrontation-free gameplay tends to leave you wondering where exactly the actual gameplay is. With no baddies, and therefore no-one to kill or be killed by, you play a sorcerer racing to free bunnies, with time being your only enemy. Free the bunnies, collect words to form spells and, well, that's it really, but a competitive two-player option and a fantastically speedy pace make it quite fun. Surprisingly. ★★

WOODY'S WORLD Vision £25.99



AP26 70% JD
'Traditional' platformer bearing a more-than-passing resemblance to Super Mario Brothers. Coincidence or magic? You decide. Anyway, there's plenty of running, jumping, and banging stuff with your head, but nothing to lift it above the crowd. Unless you happen to be really into running, jumping and banging stuff with your head, that is. ★★

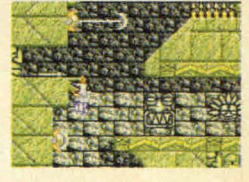
WORLDS OF LEGEND Mindscape £25.99

AP26 81% CW
Well, Legend was, er, legendary ("an RPG that's got everyone in the AP office playing it") – and this is more of the same. More specifically, it's exactly the same game engine, only



this time with a different adventure to play through – one with a distinctly oriental flavour. The game's as absorbing as it ever was (which is 'very absorbing', if you must know), which, ironically enough, means that you're better off buying the original Legend (now out on budget, economy fans) unless you've already played the first one to death and want more like it. ★★★★★

YO! JOE! Hudson Soft £26.99



AP28 91% SC
Gorgeously extensive platformer, featuring the wide-ranging adventures of the eponymous Joe and his friend Nat. Just like Hudson Soft's previous high-quality output, the whole thing's characterised by an astonishing attention to detail, with beautifully-designed levels, excellent effects, loads of excellent weapons (including a chainsaw and chuckable Molotov cocktails) plus a simultaneous two-player mode – it's not perfect, but it's nice to see people trying. Attention to detail, see? That's the key to a good game. Yes. ★★★★★

ZOOL ENHANCED A1200 VERSION Gremlin £25.99



AP24 78% TT Top 100 No.71
Colourful parallax scrolling backgrounds make the whole game a lot prettier, but also clutter it up to an extent that they hide on-screen baddies. Not so much enhanced as tarted up, and you could well find that you prefer the original. Still, some opinion in the office DOES hold that this is a big improvement on the original, so at least try to have a look at it if you've got a 1200. ★★★★★

ZOOL 2 Gremlin £25.99



AP33 86% SM
It's good to know that there are platformers out there that look and feel good to play. The programmers of this beauty have really let their imaginations go and stretched the platform genre to its limits. Beautiful animations, stunning backgrounds and playability by the bucket full. Zool 2 is well worth buying. ★★★★★

AMIGA BACK ISSUES



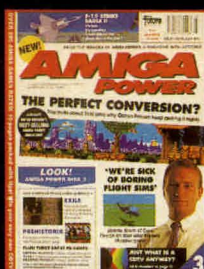
1 May 1991

Reviewed: Eye Of The Beholder, Cybercon 3, Gods. On the disk: Bombuzal, complete!*



2 June 1991

Reviewed: Megatraveller and Monkey Island! On the disk: Kid Gloves – the complete game!



3 July 1991

Reviewed: F-15 Strike Eagle 2, Deuterios and Toki. On the disk: Exile, Prehistorik and great PD!*



4 August 1991

Reviewed: Jimmy White's Snooker – and more! On the disk: Beast Busters, The Executioner and PD!*



5 September 1991

Lemmings preview. Mega lo Mania reviewed. On the disk: Barbarian 2, plus five great PD games!*



6 October 1991

Reviewed: Midwinter 2, Magic Pockets, Rolland. On the disk: Rolling Ronny, Captain Planet.*



7 November 1991

Reviewed: F1 Grand Prix, Blues Brothers, Lotus 2, Robocod. On the disk: Leander, Video Kid.*



8 December 1991

Reviewed: Populous 2, First Samurai, Knights Of The Sky. On the disk: Cisco Heat, Elvira Arcade.*



10 February 1992

Reviewed: RoboCop 3, Another World, Leander and more! On the disk: Mr Wobbly Leg PD etc.



12 April 1992

Reviewed: Parasol Stars, Titus The Fox, Vroom. Double disk: Titus The Fox, Project X, Rome.



13 May 1992

Reviewed: Apidya, Project X. Double disk: Sensible Soccer, Wizkid, Campaign, Pinball Dreams.



14 June 1992

Reviewed: Eye Of The Beholder 2, Fire & Ice, Pushover. Double disk: Legend, Aqua Ventura.



15 July 1992

Reviewed: Wizkid, Sensible Soccer, Monkey Island 2. Double disk: Galactic, Amega Race.



16 August 1992

Reviewed: Crazy Cars 3, Links, Civilization, Dojo Dan. Double Disk: D/Generation, Troddlers.



17 September 1992

Reviewed: Premiere, Bug Bomber, Fascination. Double Disk: Top Secret, Beast Master, Dynamo



19 November 1992

Reviewed: Assassin, Doodlebug, Rome AD92. On the disk: Doodlebug, Metamorphosis.



20 December 1992

Reviewed: BC Kid, Pinball Fantasies. On the disk: Bill's Tomato Game, Fire & Ice, Lethal Weapon.



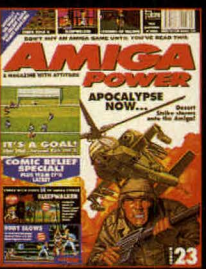
21 January 1993

Reviewed: Indiana Jones, Wing Commander, Nigel Mansell, KGB. On the disk: Sensi Soccer.



22 February 1993

Reviewed: Street Fighter 2, Chaos Engine, Alien³, Lionheart. On the disk: Alien³, Arabian Nights.



23 March 1993

Reviewed: Legends of Valour, Combat Air Patrol, Sleepwalker. On the disk: Body Blows, Sleepwalker.



24 April 1993

Reviewed: Lemmings 2, Chuck Rock 2, Walker. On the disk: Dong, Extreme Violence.



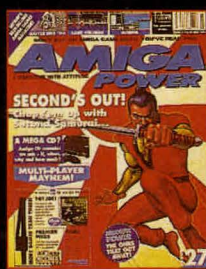
25 May 1993

Reviewed: Desert Strike, Flashback and Arabian Nights. On the disk: Beavers and Entity.



26 June 1993

Reviewed: Goal!, Worlds Of Legend, Superfrog. On the disk: Graham Gooch Cricket, Defender.



27 July 1993

Reviewed: Morph, Lost Vikings, Battle Isle '93, Super Cauldron. On the disk: Yo! Joel and PD.



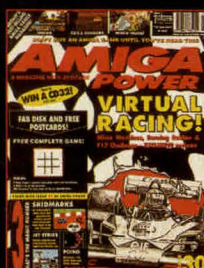
28 August 1993

Reviewed: Syndicate, Yo! Joel, Dune 2, Global Gladiators. On the disk: Stardust Tunnel, Pong.



29 September 1993

Reviewed: One Step Beyond, Soccer Kid, Blob. On the disk: F117A Stealth Fighter, Blob.



30 October 1993

Reviewed: Hired Guns, Micro Machines, Overkill, Diggers, Dogfight. On the disk: Skidmarks, Poing



31 November 1993

Reviewed: Overdrive, Oscar, Wiz'n Liz. Double disk: Cannon Fodder, Brutal Sports Football



32 December 1993

Reviewed: Cannon Fodder, Frontier, Second Samurai. Double disk: Nipper, Wiz'n Liz, Cyberpunks.



33 January 1994

Reviewed: Mortal Kombat, T2 Arcade, Jurassic Park. Triple disk: T2 Arcade, Globdule, Seek & Destroy

*Please note: disks 1, 3, 4, 5, 6, 7, and 8 are NOT A500 Plus compatible.

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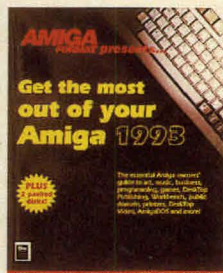
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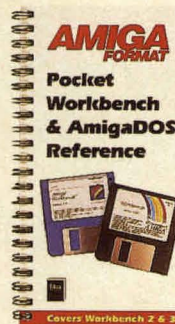
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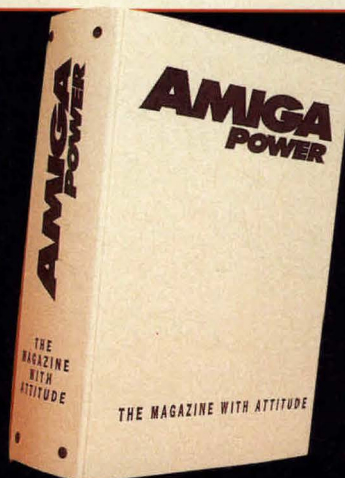


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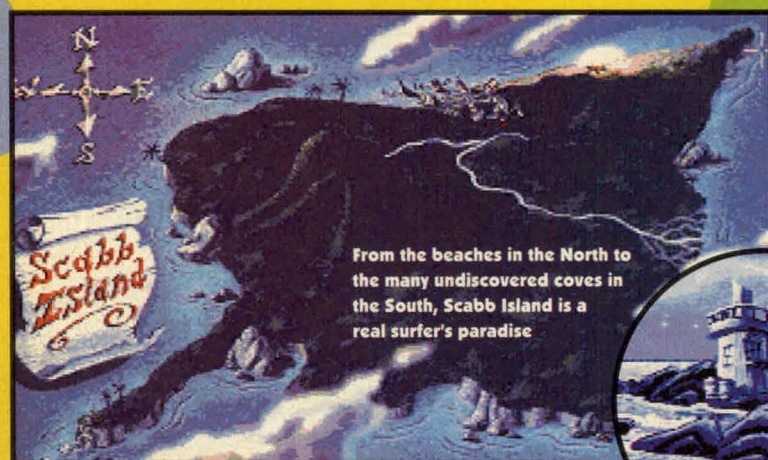
AMIGA POWER FEBRUARY 1994



WISH YOU WERE HERE

It's come to our attention that this is the time of year when people like to have their minds taken off the cold and miserable weather by hearing about all the lovely and glamorous places they could go on holiday in six months' time. No, we don't understand either, but we'd hate you to feel left out or underprivileged, so we're going to join in. Of course, this being an Amiga games magazine, we've got some slightly 'different' locations in mind...

NO.1 GET AWAY FROM IT ALL ON MONKEY ISLAND

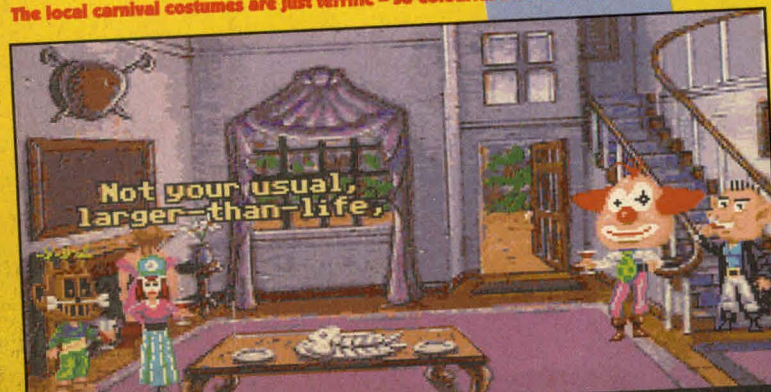


From the beaches in the North to the many undiscovered coves in the South, Scabb Island is a real surfer's paradise

MONKEY ISLAND is one of a small group of islands in the western part of the Caribbean. The most populated of the islands, though, and the one on which most tourists spend the majority of their time, is Melee Island, a quaint and old-fashioned place full of rickety wooden shacks and smuggler's caves.

You can easily cast your memory back a few hundred years and imagine huge bands of bloodthirsty pirates quaffing grog and counting their ill-gotten gains in the seedy taverns littering the island, such as the once-notorious Scumm Bar.

The local carnival costumes are just terrific - so colourful and flamboyant.



HOW TO GET THERE:

Go directly west across the Atlantic, then turn left at Albuquerque and keep going. You can't miss it.

CLIMATE:

The archipelago's strangest feature is the permanent cloud cover (due to a bizarre atmospheric quirk caused by a combination of equatorial magnetic fields and the Gulf Stream), which

shrouds the islands in perpetual twilight. This does, of course, have the beneficial side effect of ensuring 24-hours-a-day nightlife.

LOCAL AMENITIES:

Melee Island is the administrative capital of the region, and it's a bustling small town with all the shops and tourist traps you'd expect from the area. Wander just a little from the town centre, though, and you'll find all manner of genuine working businesses which have remained unchanged for hundreds of years. Stan, the aged proprietor of Stan's Previously Owned Vessels, is the great-great-grandson of the first Stan who, legend has it, sold the notorious Captain LeChuck his first ever pirate ship in the late 1400s.

FLORA AND FAUNA:

There isn't a great deal of indigenous wildlife on the Monkey Islands, but it's well worth taking a trip to the Governor's mansion on Melee Island to see the last remaining pack of Piranha Poodles on the American continent. This endangered breed has been driven almost into extinction by

hunters who remove their razor-sharp teeth and sell them to tourists as lucky-charm necklaces.

Plant life abounds, but take care not to get lost wandering around in the maze-like leafy forest areas.

BEACHES:

Golden sandy beaches are everywhere around the islands, and the clear blue Caribbean waters are a joy to behold. Watch out if swimming, though, for shoals of deadly Poodle Piranhas.

ENTERTAINMENT:

The world-famous Fetucinni Brothers Circus performs twice a day in its permanent home on Melee Island. The Scumm Bar is also home to Fido, the world's most celebrated talking dog.

ACCOMODATION:

Strangely for such a popular tourist locale, the islands are not blessed with any major hotels. Your best bet is to enquire at some of the inns on Hook Island or around the various docks, but try to avoid the busy fishing season.

TRANSPORT:

The islands are all quite small, and most places can easily be reached by foot. Travelling between the islands is easily managed on any of the cruising ships which flit to and fro several times daily, and are worth a trip even if you don't really want to go anywhere, because they're all constructed like 15th-century pirate hulks, with the crew dressed accordingly.

COST:

You can spend an unlimited amount of time in the islands for a once-only payment of £16.99 at your local Kixx-approved travel agent.

Have a nice trip.

Many a bargain can be found in the local markets and shops. Don't forget to haggle.





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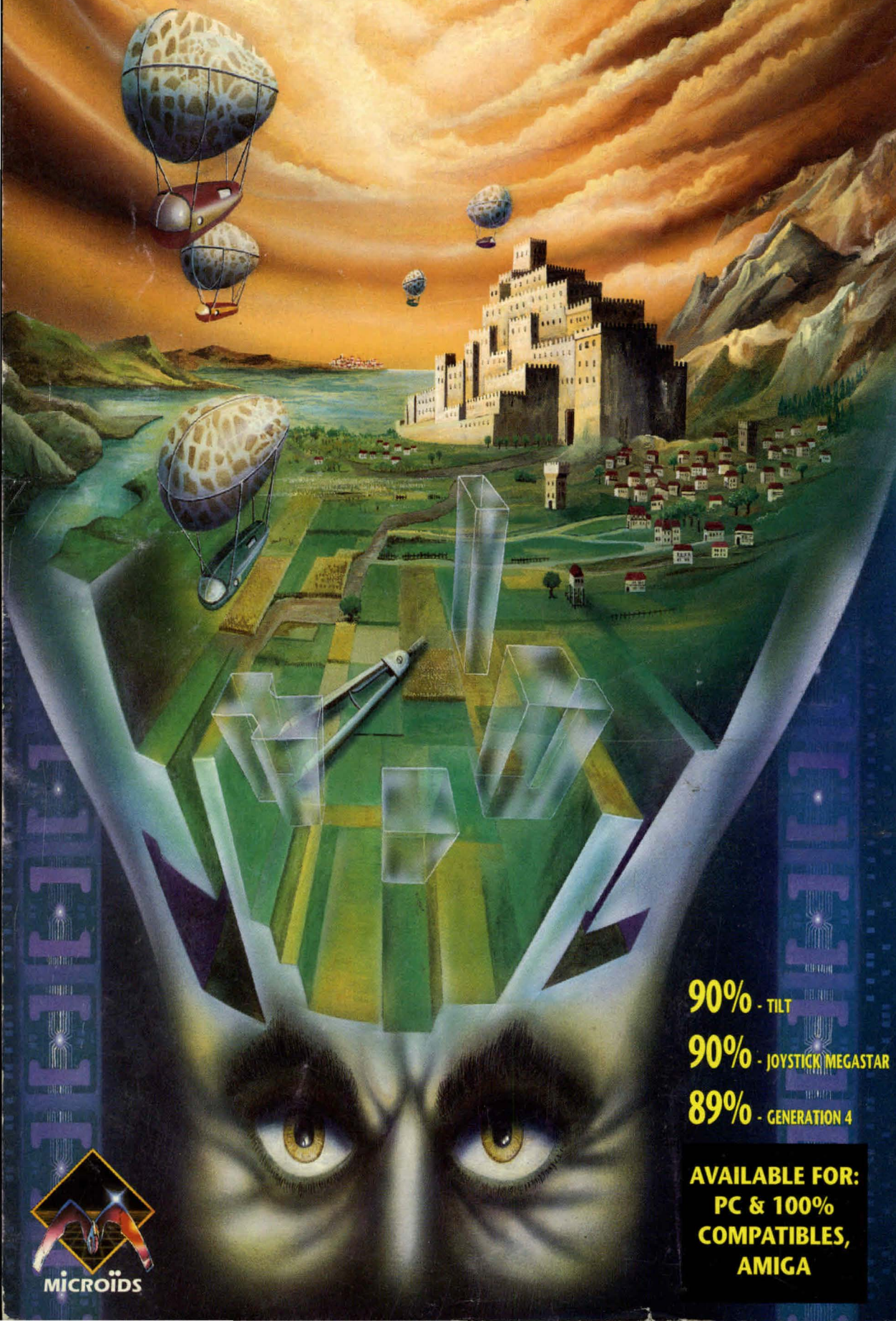
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Will you conquer the lands of your 2 opponents, or form an alliance with them in an attempt to recover the seven missing jewels?

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